INSTRUCTOR
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RECOMMENDED TEXTS & RESOURCES
HTML & CSS, design and build websites - Jon Duckett
The Design of Everyday Things - Don Norman
Smashing Magazine - smashingmagazine.com
A List Apart - alistapart.com
CSS-Tricks - css-tricks.com
Pattern Tap - patterntap.com

COURSE DESCRIPTION
Exploration of theory, methods, processes and fundamental technical skills integral to the creation of user-centered digital design experiences. Students will research and explore the nuances of designing for various digital channels and the technical strategies unique to interface design.

PREREQUISITES
Prerequisites: Successful completion of all 3000 level Design classes: Art 3600, 3610, 3620, 3630, 3640, 3650, 3680.

COURSE OBJECTIVES
At the end of the course, students will be able to exhibit essential skills applicable to the design of user interfaces for a variety of interactive media and genres including websites, “apps” for touch screen tablets and mobile devices, as well as theoretical concepts that anticipate technological developments in this diverse and rapidly-expanding field.

This course will introduce students to the processes and basic conceptual and technical skills involved in designing for interactive media, giving them practical experience that emulates professional design practices. The major projects in this course are designed to provide students with the opportunity to produce works that will eventually become part of their portfolios upon completion of the Graphic Design Program.

SCHEDULE OF TOPICS & DUE DATES
Reference the calendar and assignment list on Course Canvas for details & points associated with weekly homework.

TEACHING AND LEARNING METHODS
Class time is devoted to lecture, discussion, critique, demonstration, conferences between student and instructor, and studio/computer lab work. Attendance and use of class time is important. This is a studio class, always bring the appropriate tools to work on projects during class time. Discussions and lectures listed on semester calendar supplement the information provided on assignment sheets. Participation in discussions and note taking during lectures are critical for success in the class.

MATERIALS (BRING SUPPLIES TO ALL CLASS PERIODS)
All students must register for a server space by logging on to http://helpdesk.finearts.utah.edu/. Additional materials include: pens, pencils, markers, sketch pad, thumb drive or ipod storage device. Other supplies needed for specific assignments will be specified on assignment sheets.

EVALUATION METHODS / GRADES
Grades will be given on the basis of good design, that is, the integration of design concept and technique or craft. Grades will also be influenced by professionalism, attendance and participation, individually and in group critiques. Students are getting graded throughout every step of the design process. Therefore, a large portion of the cumulative grade reflects the student’s commitment to the process. Students will be graded on exploration and process, presentation and craftsmanship and the final solution. A letter grade will be calculated at the end of the semester. This is a studio lab class. In a studio lab class it is expected that a minimum of 4 hours are spent during each class and a minimum of 4 hours of work outside of class per week for each credit hour awarded. Work not completed by the due date will receive a grade and then be marked down a full letter grade. For example: a project receiving an “A” grade will be recorded as a “B”. Quizzes that are not completed by the due date (the beginning of class) will receive no credit.
GRADE DESCRIPTIONS

Plus or minus is added to the grade when submitted work falls slightly below or above the letter grade criteria listed.

A Excellent work that meets the highest standards of the class; superior comprehension and integration of course materials; outstanding commitment to class objectives. “A” work exhibits creativity and insight.

B Quality and quantity of work is above average and exhibits clear focus; demonstrates improvement over the duration of the course; solid comprehension of course material and commitment to course objectives. “B” work meets all course requirements.

C Satisfactory work that meets the minimum requirements, but may exhibit a lack of initiative, commitment, or significant improvement; Comprehension of basic concepts material is satisfactory, with further integration or exploitation encouraged. “C-” is considered the minimum grade for passing this class.

D Work that in one or more ways fails to meet the course requirements; initiative and commitment are seriously lacking. Comprehension of course material and competencies is below average and needs considerable improvement. “D” is NOT a passing grade for this class.

E Quality and quantity of work is unacceptable. Course requirements and competencies have not been met.

INCOMPLETE “The mark I (incomplete) shall be given and reported for work incomplete because of circumstances beyond the student's control (such as illness or enforced absence). The grade of I should be used only for a student who is passing the course and who needs to complete 20% or less of the course.” –University of Utah PPM, III. Policy 6-100-3-G2. Students receiving an I should be able to complete the coursework for the class without needing to attend any additional classes.

MINIMUM GRADE REQUIREMENT FOR CONTINUATION IN THE DESIGN PROGRAM AND GRADUATION

Keep in mind that all Art and Art History courses must be passed with a C- or better to graduate. In the design program, if a student receives a grade lower than a C- they will need to repeat the course prior to graduation. Receiving less than a C- in any design course will require the student to wait until the next time the course is offered to continue on with the rest of their design courses. If not successful in achieving a C- or higher in this second attempt, the student will be dismissed from the program.

ATTENDANCE

Attendance is a required part of this course and essential for learning. All students are expected to attend class on a regular basis. Consistent and prompt attendance develops responsible, professional behavior and insures that student have access to the full range of experiences and information necessary to complete class assignments and acquire the skills and knowledge emphasized in a university education. Punctuality is expected and attendance is required until the end of each class period. Leaving class early will be regarded as an absence. Absences should only occur due to unforeseen circumstances associated with illnesses or unexpected emergencies. In anticipation of this, students are allowed no more than 2 absences during the semester to account for unforeseen circumstances. Further absences will lower your cumulative grade 1 full letter for each absence. For example: if you have a A in the course, a third absence will lower the grade to a B, a fourth absence will lower it to a C and a fifth absence will lower to a D. This will result in a non-passing grade, since a C- is the lowest passing grade for the Graphic Design Program and a BFA degree.

Activities such as doctor appointments, advisor conferences, trips to supply stores and labs, employment, should not be scheduled in conflict with class time. Faculty cannot be placed in the position of determining which student's absences are excusable and which are not. Prolonged illness should be verified by a physician and may require the student to withdraw from class if the student cannot complete work in a comprehensive and timely manner.
FACULTY AND STUDENT RESPONSIBILITIES
According to the University Student Code, outlined in the Student Handbook (Policy 6-400); students are expected to maintain professional behavior in the classroom setting. Students should understand and be responsible for the content mentioned in the Student Code. Students have specific rights in the classroom as detailed in Article III of the Code. The Code also specifies proscribed conduct (Article XI) that involves cheating on tests, plagiarism, and/or collusion, as well as fraud, theft, etc. Students should read the Code carefully and know they are responsible for the content.

According to Faculty Rules and Regulations (Policy 6-316), it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee. The design program faculty will strive to maintain a classroom environment that is conducive to learning.

ADA STATEMENT
The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union Bldg, 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations. All written information in the course can be made available in alternative format with prior notification to the Center for Disability Services.

ACCOMMODATIONS POLICY
The policy for this course is to NOT make accommodations for content. Some of the films, presentations, or lectures in this course may include material that may be in conflict with the individual values of some students. Please review the syllabus carefully to see if the course is one that you are committed to taking. Discussions held in class and individual student work may include topics and/or imagery that may make some students uncomfortable. Although your classmates and the instructor have no way of making an informed decision about which topics or imagery might be a problematic, every effort will be made to foster an environment of mutual respect. If you have a concern, please discuss it with your instructor at your earliest convenience. For more information on the University of Utah's Accomodations policy see: http://regulations.utah.edu/academics/6-100.php.

NON-CONTRACT STATEMENT
This syllabus is meant to serve as an outline and guide for the course. Please note that the instructor may modify it at any time with reasonable notice to students. The instructor may also modify the Schedule at any time to accommodate the needs of the class. Should you have any questions or concerns about the syllabus, it is your responsibility to contact the instructor for clarification.

UNIVERSITY DATES
Last day to drop (delete) classes: W Jan 21
Last day to add classes: M Jan 26
Last day to withdraw from term length classes: F Mar 6
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WEEK 1 - JAN 14
Intros
Interweb History
Good UI makes sense
Intro HTML/CSS
Web Typography
Headings, Paragraphs, Breaks, Lists
Exercises: Menu + Resume
Proper html elements styled with external css

WEEK 2 - JAN 21
Intro to Layout
Divs, box-model
Styling boxes. Addressing with IDs and classes
padding, margin, width, border, color
Exercise: Magazine Article
Find a magazine article and recreate as a web page

WEEK 3 - JAN 28
Layout Part Deux
Grids, Fluid Layout
Tables, images, links
Exercise: Simple portfolio page
with thumbnails and links to larger images

WEEK 4 - FEB 4
Web Image Types (JPG, GIF, PNG, SVG)
More Typography Controls
Exercise: Expanded Portfolio page
Use all image types, create secondary pages w/nav

WEEK 5 - FEB 11
Sketching & Wireframing
Navigation Formats
Exercise: Begin Design Simple site
research related sites
determine sitemap, content, and user flow

WEEK 6 - FEB 18
Exercise Review
Exercise: Site Design Mockups

WEEK 7 - FEB 25
Design Review
Begin Markup
Studio time

WEEK 8 - MAR 4
Completed Site Review
CSS Animations
Embedding Objects
Exercise: Create Animated Page

WEEK 9 - MAR 11
Incorporating Javascript
Search Engine Optimization / Google Analytics
Hosting Options, Domain Registry, FTP
Content Management Systems (Wordpress, Joomla, Drupal, etc.)
Exercise: Begin Concept + Sitemap for Web App Site (Ecommerce, Health Tracker, Streaming Media, Social Media)

SPRING BREAK - MAR 18

WEEK 10 - MAR 25
Responsive Design
Mobile First
Exercise: Sketches + Wireframes Mobile First

WEEK 11 - APR 1
Mobile / Desktop / Screen
Touch UI - Input Devices
Hover, swipe, pinch, click, tap, multitouch
Exercise: create search function for remote screen
Exercise: Design Comps

WEEK 12 - APR 8
Form Elements
Seven Stages of Action
Feedback
Accessibility
Exercise: Design Comps 2 - Begin HTML

WEEK 13 - APR 15
UI Testing
Accessibility
Core UI/UX Concepts Review
Open Questions
Exercise: Finalize HTML/CSS

FINAL - APR 22