Course Description
In this course we will study and explore the principles and practices of interaction design.

Prerequisites
CS 1301, CS 1315, CS 1321, CS 1371, LMC 2100, LMC 2700, or LMC 2720 strongly recommended

Course Objectives
After taking this course you should have an advanced understanding of interaction design and developed skills that will enable you to:

- Compellingly communicate design concepts and the rationale behind them
- Create inventive design artifacts with an awareness of history, audience, and context
- Contribute to the development of new genres and forms of digital media
- Appreciate and evaluate future trends in the development of digital media
- Work effectively in teams to accomplish a common goal

In addition, you should have portfolio-worthy projects that demonstrate your skills in interaction design and digital media.

Attendance & Participation
Class attendance and participation is mandatory. Participation in class discussion is imperative because it allows you to explore the readings, projects, and themes collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critique, which requires full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critique: it is through critique that you will develop your skills for both making and discussion of made things. Your attendance and participation in critiques is an important and required aspect of this class. Part of your participation grade will be determined by your application of insights and references from assigned readings to class project critiques.

Missing more than 2 classes will result in a loss of 1 letter grade. Please note that there are three kinds of absences that will not be counted against your participation grade provided that you provide appropriate documentation within one week of the absence.

- If you have a family emergency and provide me with a note from the proper authority.
- If you have a GT extracurricular activity and provide me with a note from your coach or advisor.
- If you have an internship or job interview and provide me with documentation from the company.
Contact
You can contact me via email. Please put “LMC 3710” in the subject header when sending me email. You should expect a response from me within 24 hours. Any emails sent to me after 6pm the night before a deadline will not be answered.

Technology Policy
Laptops and cell phones may be used for note taking and other forms of in-class work, however general web surfing/messaging/etc. or disruption (e.g. ringing phones) will result in penalties to your participation grade.

Withdrawal Deadline
October 29th, 2016

Honor Code and Plagiarism Policy
Plagiarizing is defined by Webster’s as “to steal and pass off (the ideas or words of another) as one’s own: use (another’s production) without crediting the source.” If caught plagiarizing, you will be dealt with according to the GT Academic Honor Code. You are allowed and encouraged to discuss all coursework with other students, as long as you develop and present your own design solutions. You are also allowed and encouraged to ask me questions, although you should try to think about the design problems before asking. If you use pre-existing code, you must explicitly acknowledge this in any and all in-class presentations and in your final assignment, and you must provide citation (via comment) in the code. For a thorough discussion of the official policies and procedures regarding plagiarism please view www.honor.gatech.edu.

Disability and Special Needs
Students with disabilities and special needs must register with ADAPTS. I will make every effort to accommodate any learning needs a student might have, but it is your responsibility to register with ADAPTS and to meet with me in the first 2 weeks of class. http://www.adapts.gatech.edu/

Debate, Diversity, and Respect
In this class, we will present and discuss a diversity of perspectives. Although you may not always agree with the perspectives of others, you are required to be respectful of other values, beliefs, and identities. Repeated inappropriate or abusive comments and/or behavior will not be tolerated and will be cause for disciplinary action. If you feel that your perspectives are being ignored or slighted, or if you in any way feel uncomfortable in the classroom, please contact me immediately.

Grading
With each assignment, I will state the requirements and grading factors for the assignment. If you complete all of the requirements for the assignment reasonably well, you should expect to earn a C. In order to earn a B you must complete all of the requirements and your work must also be very strong across multiple grading factors. In order to earn an A, you must complete and go “above and beyond” all of the requirements and your work must be exceptional across multiple grading factors.

Required Books
All other required readings will be made available via T-Square.
Grading
Participation 10%
Project 1: Essay 10%
Project 2: Video Storyboard/Twine Project 10%
Project 3: Interactive Prototype 10%
Final Project 60%
Bonus Assignments: Sketchbook OR Reading Responses 5%

Course Schedule
What follows is an outline for the course. As the course progresses, we may adjust this outline and corresponding dates. If changes occur, I will update the syllabus on T-Square and inform you of the change via email.

Week 1 August 23 Introduction to the Course
Week 1 August 25 What is Interaction Design?
Read for This Class
“The Meat,” Kolko
Excerpts from Designing Interactions, Moggridge
Read Ch 1-3 of Prototyping, Warfel

Week 2 August 30 What is Good Interaction Design?
Read for This Class
“Good Design in the Digital Age,” Buchanan
Ch 1-3 of Prototyping, Warfel

Assignment for Next Class
Week 2 September 1 Design and Justice
Week 3 September 6 Prototyping Interaction I: Why Prototype?
Read for This Class
Ch 1-3 of Prototyping, Warfel

Week 3 September 8 Prototyping Interaction II: Playful Prototyping
Bring in physical object (non-digital, e.g., no phones)
Read for This Class
Pg 1-22, 30-38 of “Designing for Social Justice” PDF

Week 4 September 13 Prototyping and/as Film
Read for This Class
“The Narrative Storyboard,” Greenberg, et al,

Week 4 September 15 TBD
Start Project 1: Video Storyboard/Twine

Week 4 September 16 Due: Design Essay
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<th>Week</th>
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<tbody>
<tr>
<td>Week 5</td>
<td>September 20</td>
<td>Twine as Prototyping</td>
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<td>Week 5</td>
<td>September 22</td>
<td>In-Class Work Session</td>
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<td>Week 6</td>
<td>September 27</td>
<td>Project 1: Video Storyboard/Twine Critiques</td>
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<td>Week 6</td>
<td>September 29</td>
<td>Project 1: Video Storyboard/Twine Critiques</td>
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<tr>
<td>Week 6</td>
<td>September 30</td>
<td>Due: Video Storyboard/Twine Project</td>
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| Week 7 | October 4   | Tools & Techniques for Interactive Prototyping  
  *Read for This Class*  
  Ch 4-5 of Prototyping, Warfel |
| Week 7 | October 6   | In-Class Work Session/Mini-Critiques |
| Week 8 | October 11  | NO CLASS: Fall Recess              |
| Week 8 | October 13  | NO CLASS: Travel                   |
| Week 9 | October 18  | Project 2: Interactive Prototype Critiques |
| Week 9 | October 20  | Project 2: Interactive Prototype Critiques |
| Week 9 | October 21  | Due: Interactive Prototype         |
| Week 10| October 25  | Introduction to Final Assignment & Comparative Research  
  *Read for This Class*  
  “Abductive Thinking and Sensemaking,” Kolko  
  Reading TBD |
| Week 10| October 27  | In-Class Work Session              |
| Week 11| November 1  | Final Project: Research & Synthesis Critiques  
  *Due: Research Presentations* |
| Week 11| November 3  | Final Project: Research & Synthesis Critiques |
| Week 12| November 8  | Final Project: Low Fidelity Prototype Presentations  
  *Due: Low Fidelity Prototypes* |
| Week 12| November 10 | In-Class Work Session              |
| Week 13| November 15 | Final Project: Prototype Iteration Critiques  
  *Due: Functional Prototype* |
<p>| Week 13| November 17 | In-Class Work Session              |
| Week 14| November 22 | Final Project: Group Check-Ins/TBD  |</p>
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<tr>
<td>Week 14</td>
<td>November 24</td>
<td>NO CLASS: Thanksgiving Break</td>
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<td>Week 15</td>
<td>November 29</td>
<td>In-Class Work Session</td>
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<td>Week 15</td>
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<td>Week 16</td>
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<td>Final Instructional Class Day</td>
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<td>High Fives and Treats</td>
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<td>Due: Final Prototype and Presentations</td>
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