

LMC 3710 PRINCIPLES OF INTERACTION DESIGN

Fall 2016 | Asad | Interaction Design and Justice

Instructor: Mariam Asad
Office Hours: By appointment only, email to set up a time
Email: missasad@gatech.edu
Class Meetings: Tuesdays and Thursdays, 1:35pm – 2:55pm, Skiles 357

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

Todd Warfel, *Prototyping: A Practitioner’s Guide* <http://rosenfeldmedia.com/books/prototyping/>
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? <i>Read for This Class</i> “The Meat,” Kolko Excerpts from <i>Designing Interactions</i> , Moggridge Read Ch 1-3 of <i>Prototyping</i> , Warfel
Week 2	August 30	What is Good Interaction Design? <i>Read for This Class</i> “Good Design in the Digital Age,” Buchanan Ch 1-3 of <i>Prototyping</i> , Warfel
Week 2	September 1	<i>Assignment for Next Class</i> Design and Justice
Week 3	September 6	Prototyping Interaction I: Why Prototype? <i>Read for This Class</i> Ch 1-3 of <i>Prototyping</i> , Warfel
Week 3	September 8	Prototyping Interaction II: Playful Prototyping Bring in physical object (non-digital, e.g., no phones) <i>Read for This Class</i> “Interaction Relabeling,” Djajadiningrat, et al Pg 1-22, 30-38 of “Designing for Social Justice” PDF
Week 4	September 13	Prototyping and/as Film <i>Read for This Class</i> “The Narrative Storyboard,” Greenberg, et al, “Design Documentaries,” Raijmakers, et al
Week 4	September 15	TBD Start Project 1: Video Storyboard/Twine
Week 4	September 16	Due: Design Essay

Week 5	September 20	Twine as Prototyping
Week 5	September 22	In-Class Work Session
Week 6	September 27	Project 1: Video Storyboard/Twine Critiques
Week 6	September 29	Project 1: Video Storyboard/Twine Critiques
Week 6	September 30	Due: Video Storyboard/Twine Project
Week 7	October 4	Tools & Techniques for Interactive Prototyping <i>Read for This Class</i> Ch 4-5 of <i>Prototyping</i> , 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 <i>Read for This Class</i> “Abductive Thinking and Sensemaking,” Kolko Reading TBD
Week 10	October 27	In-Class Work Session
Week 11	November 1	Final Project: Research & Synthesis Critiques <i>Due: Research Presentations</i>
Week 11	November 3	Final Project: Research & Synthesis Critiques
Week 12	November 8	Final Project: Low Fidelity Prototype Presentations <i>Due: Low Fidelity Prototypes</i>
Week 12	November 10	In-Class Work Session
Week 13	November 15	Final Project: Prototype Iteration Critiques <i>Due: Functional Prototype</i>
Week 13	November 17	In-Class Work Session
Week 14	November 22	Final Project: Group Check-Ins/TBD

Week 14	November 24	NO CLASS: Thanksgiving Break
Week 15	November 29	In-Class Work Session
Week 15	December 1	In-Class Work Session
Week 16	December 6	Final Instructional Class Day High Fives and Treats Due: Final Prototype and Presentations