SYLLABUS
School of Informatics and Computing/Media Arts and Science

N285 Interactive Design
Fall 2013

Section Number: 25703
Classroom Location: IT 257
Credit Hours: 3

Class Meeting Time: 3:00 – 5:40pm Wednesday

Instructor: Prof. Joseph Defazio, Ph.D.
Office Address: IT 465
Office Phone: 317-278-4148
Office Hours: Monday 9:00am – 10:00am
Tuesday 12:00pm – 1:00pm
Or by appointment

Email Address: use OnCourse Email

Course Description:
Examination of issues related to interactivity, including the frameworks, models, and theories related to user interaction with new media products. Topics include user modeling, types of user interfaces, and interaction paradigms.

We will adopt a reflective practice and creative process for this course. It will include topics of conversation related to computer literacy and interaction with technology and focus on theory into practice in the area of interactive media design.

Course Objectives:
- Engage in discussion on integral technology topics
- Analyze and present evaluative feedback on current multimedia technology issues
- Engage in discussion on controversial and important social issues in digital media communication and technology
- Demonstrate effective academic writing skills

IUPUI Principles of Undergraduate Learning:

The learning outcomes of this course are in alignment with the IUPUI principles of undergraduate learning:
1. **Intellectual Depth, Breadth, and Adaptiveness**  
   **[Definition:]** The ability of students to examine and organize disciplinary ways of knowing and to apply them to specific issues and problems.  
   
   **[Outcomes:]** Intellectual depth, breadth, and adaptiveness are demonstrated by the student’s ability to  
   
   a. show substantial knowledge and understanding of at least one field of study;  
   b. compare and contrast approaches to knowledge in different disciplines;  
   c. modify one's approach to an issue or problem based on the contexts and requirements of particular situations.

2. **Critical thinking:** The process of critical thinking begins with the ability of students to remember and understand, but it is truly realized when the student demonstrates the ability to:  
   - apply,  
   - analyze,  
   - evaluate, and  
   - create

**Core Competencies:**

The core competencies of this course include the following:

1. Research, analyze and present findings in multimedia technology  
2. Digital – media based project management  
3. Effective team-based communication and collaboration

**Learning Outcomes:**
Students should be able to discuss terms and summations about the principles of interactive design in multimedia technology. Each student will be expected to:  

- demonstrate effective use of software applications to design interactive media applications.  
  - Effective techniques in multimedia applications will be evaluated in the design, development, and implementation of reusable media objects and a final project in this course.
• use team building and high-performance management behaviors to lead and/or participate on a team task that results in effective team performance.
  o Achievement of this learning outcome will be assessed in the team project for this course and will be evaluated by both the instructor and students. Students will rate each student’s performance using a rubric provided by the instructor.

• demonstrate ability to apply high-order thinking skills and the ability to distinguish between fact and opinion.
  o Achievement of this learning outcome will be assessed based on students’ responses in short online quizzes using assigned readings.

Required Textbooks:
We will be using several (free) textbooks from the interaction-design.org website.

http://www.interaction-design.org/books/hci.html

Class Structure – Weekly Topics

• Course Overview – Class Management, SOIC Resources
• Interaction Design – Introduction/ Human Computer Interaction - Introduction
• User Experience and User Design
• Social Computing
• Visual Representation
• Industrial Design/Mobile Computing
• Visual Aesthetics/ End-user Development
• Affective Computing
• Tactile Interaction
• Wearable Computing

Expectations/Guidelines/Policies:
• This class meets (1) time per week. You are expected to attend every class. Attendance is required. Failure to attend class could result in a reduction or failing grade. At each class session, an attendance roster will be passed around the class. Your initials are confirmation that you will receive credit for that day’s attendance. (10 points if you attend, 0 points if you miss). At the end of the semester, your attendance score will be calculated and scored into your final grade for this course.
• Readings: There will be several reading assignments required as part of this class. Students will be expected to engage in class discussion on issues related to each article. Articles will be posted in the Resource Section of Oncourse.

• Presentations – Each student will design, develop and present a series of presentations in the area of multimedia technology. Presentations will consist of solo and team based formats. Presentations will be graded on clarity, structure, grammar, spelling, and peer review.

• Final Project: There will be one final project. You are expected to produce a quality product that would be considered one of your best works to be added to your portfolio. All projects will be graded based upon comprehensiveness, creativity, effectiveness, execution, adherence to your production schedule, and your ability to follow instructions.

**Course Deliverables –**

**Grading Information:**

- Requirements (homework/reading assignments, quizzes, final project and team project presentations and attendance)
  Failure to complete any of these requirements could result in a failing grade.

- Team project grade will be based on quality, execution, production, peer review, and instructor evaluation.

**Grading scale** [percentages and/or points] Subject to Change

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**Total Possible Points:** TBA

- Attendance 140 points
- Presentations TBA points
- Quizzes TBA points
- Assignment TBA points
- Solo Project & Paper TBA points
- Formal Solo Project Presentation TBA points

Fall, 2013
Equipment Recommendations:

A computer is the core productivity tool for technology-based learning. The portability of a laptop computer is required for this course. Each student should begin making plans for this addition to one's learning resources. Either a Windows or Mac platform is acceptable. Further information can be obtained through our technology services office and Kim Melluck at kmelluck@iupui.edu. IUPUI has information through UITS on computer purchasing to help meet this need.

Class Attendance (Monday Evening - Lecture Only):

Class attendance is crucial to your success in this course. If you have a documented family or medical emergency, you must notify your Professor and Teaching Assistant as soon as possible, so that you can receive an excused absence. Please note: you must turn in documentation in order to receive an excused absence. You will be allowed one unexcused absence this semester. After you first absence, each additional unexcused absence will negatively affect your FINAL GRADE. Multiple unexcused absences will result in your failure of the class. Your signature is confirmation that you will receive credit for that lecture’s attendance.

Policy on Academic Dishonesty/Integrity/Plagiarism:

"Using another student's or author's work on a project or assignment, cheating on a test or any other form of dishonesty will result in a grade of zero and possibly an "F" in this course and will be referred to the Dean of Students. All students should aspire to high standards of academic integrity. This class encourages cooperation and exchange of ideas."

All students are responsible for reading the Code of Student Rights, Responsibilities and Conduct of IUPUI. Included are policies regarding children in classes.

http://life.iupui.edu/help/code.asp

Special Needs:

If you have a learning disability, or other special needs, please talk to me about it during the first week of the semester, either in person, by email or by phone. I want to work with you to help you succeed in this course. You will need official documentation from IUPUI. A good place
to start is by contacting Adaptive Educational Services (AES). If you are not already an AES client, or if you want to find out if you qualify to be an AES Client, go to this web address: http://www.iupui.edu/~divrsity/aes/about/new-clients.html

Values and Ethics:

Profanity/swearing, or derogatory comments about or towards any member or instructor in this class will not be tolerated. This is also true during online communication in Oncourse or any type of electronic communication (voice, video, or text) between all members of this class. These rules are also enforced with your communication with other classmates as part of the social network in solo work, team work, group discussion (forums) and blogging.

The ethical standards must be adhered to in all class assignments including web interactions and communications. Core values of collegiality, and respect for others and their ideas is core to the values of IUPUI and the academic community.

From the Code of Student Rights, Responsibilities and Conduct:

“A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course.” [Code of Student Rights, Responsibilities, and Conduct, page 29]

Administrative Withdrawal: A basic requirement of this course is that you will participate in class and conscientiously complete writing and reading assignments. Keep in touch with me if you are unable to attend class or complete an assignment on time. If you miss more than half our class meetings within the first four weeks of the semester without contacting me, you will be administratively withdrawn from this section. Our class meets once per week; thus if you miss more than two classes in the first four weeks, you may be withdrawn. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and if you are administratively withdrawn from the course you will not be eligible for a tuition refund. If you have questions about the administrative withdrawal policy at any point during the semester, please contact me.

IUPUI Mission Statement

The Mission of IUPUI is to provide for its constituents excellence in Teaching and Learning, Research, Scholarship, and Creative Activity, Civic Engagement. With each of these core
activities characterized by Collaboration within and across disciplines and with the community
A commitment to ensuring diversity, and Pursuit of best practices

IUPUI’s mission is derived from and aligned with the principal components – Communities of
Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana
University’s Strategic Directions Charter.

**Statement of Values**

IUPUI values the commitment of students to learning; of faculty to the highest standards of
teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI
recognizes students as partners in learning. IUPUI values the opportunities afforded by its
location in Indiana’s capital city and is committed to serving the needs of its
community. Thus, IUPUI students, faculty, and staff are involved in the community; both to
provide educational programs and patient care and to apply learning to community needs
through service. As a leader in fostering collaborative relationships, IUPUI values
collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty,
integrity, and support for open inquiry and dissemination of findings. IUPUI is committed
to the personal and professional development of its students, faculty, and staff and to
continuous improvement of its programs and services.