Course Syllabus

Designing the User Experience (IS 247) - Fall 2024

Instructor: Dr. Sooyeon Lee
Email: sooyeon.lee@njit.edu
Office: GITC 3901A

TA: Huu Phuoc Dang
Email: pd468@njit.edu
Office: GITC 3420 (Informatics PhD Suite)

Class Meeting Times: Monday/Wednesday 1:00pm -2:20pm KUPF 103

Office hours:

Instructor: Wednesday 11:30pm - 12:30pm
TA: Monday 9:30am - 10:30 am or by appointment (email me to schedule)

Prerequisites: None

Course Description:

This course covers the design and evaluation of the human-computer interface in interactive computer systems. Among the topics covered are approaches to interface design such as menus, commands, direct manipulation; screen layout strategies; metaphor models; models of human information processes; evaluation approaches such as protocol for analysis, interactive monitoring, use of surveys; and requirements for documentation and help. Students are expected to design interface mockups and evaluate them.

Course Learning Outcomes:
By the end of the course, you will be able to:

1. Discuss User-Centered and User Experience Design processes
2. Identify and communicate user needs, problems and opportunities in UX
3. Design and communicate solutions using UX documents and artifacts
4. Create prototypes using analog and digital techniques
5. Evaluate existing solutions and prototypes

6. Collaborate as part of a team on a semester long project

Grading Policy:

Grade weights:
Attendance and Participation: 15%
Design Journals: 10%
Readings: 10%
Project Milestones: 20%
Final Project: 25%
Individual Contribution to the project: 20%

Attendance and In Class Participation: 15%. Students are expected to attend every class on time. It is an essential component for success. In the event you must miss a class, come late or leave early, prior notice with the instructor is required. Participation will involve engagement in class through discussions, exercises, and in class case study assignments.

Final grade rubric:
A 90% and above
B+ 85-89%
B 80-84%
C+ 75-79%
C 70-74%
D 60-69%
F 59% and below

Late Submission Policy:
Reading assignments will not be accepted late
Journal submissions can be submitted one day late at a 1-point penalty
Late submissions on project milestones are subject to a 20% penalty per day

Required Materials:

About Face: The Essentials of Interaction Design - 4th Edition (ISBN: 1118766571)
3 by 5 Index Cards
Fine-point Sharpie or similar

Course Outline:

Module	Topic	Project work due
1 - Sept 2nd	Introduction to UXD and UCD, Human-Computer Interaction (HCI), Interaction Design, Design thinking	
2 - Sept 9th	User needs research, UX research methods: Ethnographic observation, Interviews	
3 - Sept 16th	Accessible and Inclusive Design Research, Design principles and guidelines	
4 - Sept 23rd	In class UX research exercise (UX Data collection) - developing interview questions, conducting in-class interviews, doing in-class observations, preparing transcriptions of interview data	
5 - Sept 30th	Analysis of user data, Affinity mapping, Empathy mapping Communicating user needs, Problem scenarios, Informed design, High level vision	
6 - Oct 7th	Lab - Milestone 1, Design heuristics, User flow, Key-path scenarios, Journey maps, Communicating solutions, Sketching	Milestone 1 Draft
7 - Oct 14th	Paper prototyping, Wireframes, Low-fidelity prototypes	Milestone 1 Milestone 2 - Draft

8 - Oct 21st	In-class testing - Milestone 2, User testing vs Heuristic evaluation	Milestone 2
9 - Oct 28th	Iterative design, Medium-fidelity prototypes, Mockups, Visual and graphic design	
10 - Nov 4th	Digital prototyping, Special topic	Milestone 3 - Draft
11 - Nov 11th	Interactive design, Motion and animation, High fidelity prototyping, Special topic	Milestone 3
12 - Nov 18th	Lab - Milestone 3, Special topic	
13 - Nov 25th	Thanksgiving Recess	
14 - Dec 2nd	Lab - Milestone 4 - special topic	MIlestone 4 - Draft
15 - Dec 9th	In-class testing - Milestone 4	Milestone 4
Finals week Dec 15th - Dec 21st	Final Presentations and Submissions	

Note: Content and topics of individual sessions are subject to change.

Academic Integrity Policy

“Academic Integrity is the cornerstone of higher education and is central to the ideals of this course and the university. Cheating is strictly prohibited and devalues the degree that you are working on. As a member of the NJIT community, it is your responsibility to protect your educational investment by knowing and following the academic code of integrity policy that is found at: http://www5.njit.edu/policies/sites/policies/files/academic-integrity-code.pdf.

Please note that it is my professional obligation and responsibility to report any academic misconduct to the Dean of Students Office. Any student found in violation of the code by cheating, plagiarizing or using any online software inappropriately will result in disciplinary action. This may include a failing grade of F, and/or suspension or dismissal from the university. If you have any questions about the code of Academic Integrity, please contact the Dean of Students Office at dos@njit.edu"

Course Policy on Generative AI Tools Usage

Student use of artificial intelligence (AI) is permitted in this course for certain assignments and activities. It is not permitted to be used in the following assignments, as doing so would undermine student learning and achievement of course learning outcomes: Design Journal and Reading Assignment. Additionally, if and when students use AI in this course, the AI must be cited as is shown within the NJIT Library AI citation pageLinks to an external site. for AI. If you have any questions or concerns about AI technology use in this class, please reach out to your instructor prior to submitting any assignments.