

# Designing the User Experience (IS 247- 007) - Fall 2025

**Instructor:** Adam Spryszynski

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**Office:** GITC 3902

**Meeting:** Monday/Wednesday 1:00-2:20 PM CKB G-08

**Office hours:**

Tuesdays 4:30 - 5:30

Wednesdays 11:45 - 12:45

Additional Office Hours available by appointment

**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:

Participation: 10%

Design Journals: 10%

Readings: 10%

Project Milestones: 20%

Final Project: 25%

Individual Contribution to the project: 20%

Reflection Paper: 5%

**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 two days late at a 1-point penalty per day

Late submissions on project milestones are subject to a 20% penalty per day

**Participation Policy:**

At the end of each class you will be asked to answer a question on an index card and hand it in. The total count of these will be a foundation of your participation grade. I cannot accept index cards late. Additional assignments counted towards the participation grade may be required during class when relevant.

**Required Materials:**

About Face: The Essentials of Interaction Design - 4th Edition (ISBN: 1118766571)

3 by 5 Index Cards

Fine-point Sharpie or similar

**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](mailto:dos@njit.edu)”