

IT-201 Information Design Techniques

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OVERVIEW

This course provides a practical overview of the interactive design and programming principles through the lens of interactive 3D development. Experience is gained in user experience diagramming, feature-centered design, event-driven programming, user interfaces, and multimedia development. Students gain experience with the development of graphics, animations, interface elements, and interactive experience building through the use of C# programming in the Unity content creation engine. Projects focus on cross-platform delivery of web applications using WebGL.

COURSE STRUCTURE

The course is broken up into four sections, focusing on refining your skills in user input, graphics, animations with programming, and interaction design being present in all sections. Each section consists of lectures and a 25-point quiz. Failing to submit a quiz by the specified due date (without prior accommodations) will result in a zero grade for that quiz. Only a note from the Dean of Students or C-CAPS will result in a quiz extension. Each week has 2 - 3 hours of class time in the form of lectures and quiz time. The only graded items in the class are the four quizzes due at the end of each of the 5 Sections.

PEER MENTORING

For problem-solving, troubleshooting, and general obstacles, please ask other students first, check out class and software documentation, come to class time, and then email me if you cannot solve the issue. There is a general help forum on canvas. Feel free to email students for help in the class as well or meet outside of class, but note that you may not assist one another while taking any of the quizzes.

ACADEMIC INTEGRITY

The NJIT Honor Code will be upheld at all times. The work you do and submit is expected to be the result of your effort only. CREDIT ALL WORK YOU USED FROM ANOTHER SOURCE.

ATTENDANCE POLICY

This class can be run in either hybrid or online format. Attendance is not taken in either format, but you need to stay current with the material to do well on the quizzes, come to class time as needed.

CLASSROOM CONDUCT POLICY

Constructive involvement includes regular posting in all forums, constructive discussion, helping other students, and volunteering for demonstrations. Non-constructive involvement specifically includes non-participation in the forums, negative comments, and not offering a way to improve another student's project if you point out a criticism. Be respectful and a good class citizen. No project is ever complete, so please give strong constructive criticism that points out issues along with useful advice.

GRADING POLICY

Final grade is calculated from the four quizzes, each weighted at 25% of the final grade.

Please note that a D is still a passing grade for IT students. It means the student did minimal work in the class to still pass, and it counts towards graduation as long as the student's total GPA is over 2.0.

A 90-100 | B+ 86-89 | B 80-85 | C+ 76-79 | C 70-75 | D 60-70 | F < 59