Syllabus

LMC 6313 Principles of Interaction Design

Fall 2023

Units: 3

# Course Meetings

Mondays and Wednesdays, 12:30pm – 1:20pm in Skiles 346
Fridays, 9:30am – 12:15pm in Skiles 370

# Instructor

Noura Howell, PhD
Assistant Professor
Digital Media in LMC
Georgia Tech
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Office hours: By appointment only, on Mondays and Wednesdays.
The best way to reach the instructor is via a 1:1 message on MS Teams.

# Graduate Teaching Assistant (GTA)

Sosuke Ichihashi, MS
PhD Student
Digital Media in LMC
Georgia Tech
sichihashi3@gatech.edu<https://sosucat.github.io/>[he / him/ his](https://pronouns.org/he-him)

Office hours: By appointment.

# Important Links

The [OneDrive](https://gtvault.sharepoint.com/%3Af%3A/s/F23LMC6313PrinciplesofInteractionDesign/EpAQY4Fab09CoKpZz7kk8kQBQ19AkgCmzz_FeoDXZ0QNkw?e=l0eblG) has the [Syllabus](https://gtvault.sharepoint.com/%3Aw%3A/s/F23LMC6313PrinciplesofInteractionDesign/EYI_anuobPVDqCOKO8nFm4gBJ0qYfprqFq8WpkzYl26_Ww?e=ULa5EY) (this document), [Schedule](https://gtvault.sharepoint.com/%3Ax%3A/s/F23LMC6313PrinciplesofInteractionDesign/EYspbkz3IoxArnl23_rkhQcBxwLJ8SUYd7aNiLeD9e2zlw?e=sPU204), class plans for each day, assignment descriptions, etc. All assignment descriptions are on OneDrive.

All due dates are listed only on the [Schedule](https://gtvault.sharepoint.com/%3Ax%3A/s/F23LMC6313PrinciplesofInteractionDesign/EYspbkz3IoxArnl23_rkhQcBxwLJ8SUYd7aNiLeD9e2zlw?e=gBUmYp).

[Canvas](https://gatech.instructure.com/courses/350626/assignments) is used for turning in assignments and grading. All assignments must be turned in on Canvas in order to receive credit. Refer to the assignment descriptions and due dates on OneDrive.

Figma is an industry-standard tool used to create UI mockups. Join the class Figma Team with this [invite link](https://www.figma.com/team_invite/redeem/LHNIOBqtNv7biAe49msgxR). Get a free Education (Pro) account using your GT email.

The [MS Team](https://teams.microsoft.com/l/team/19%3AwTTtsqwDzci0D5zodi6OAzY3xWXj_No3m8iu84B_kxE1%40thread.tacv2/conversations?groupId=b0b3b028-3698-4104-b6e4-105ffcda91eb&tenantId=482198bb-ae7b-4b25-8b7a-6d7f32faa083) is for sharing announcements, Q&A, etc.

# Course Description

Interaction Design is designing how people interact with technology. This class strategically focuses on screen based interfaces, with some special topics. This class approaches design as a practice and asks students to learn by doing, giving constructive feedback, and iteratively doing again. Students will dive into the nitty gritty details of designing interfaces and gain familiarity in designing and evaluating interfaces.

# Goals

The projected learning outcomes of this course are:

* Conduct exploratory qualitative design research in the form of contextual inquiry
* Conduct detail-oriented task analysis of existing user interactions
* Design and prototype interfaces
* Evaluate interfaces: think aloud, heuristic, and accessibility evaluations
* Iterate and refine the design of interfaces on the basis of evaluation results

# Textbook

About Face: The Essentials of Interaction Design, 2014 editions

[You can read this book online for free with a GT login](https://ebookcentral.proquest.com/lib/gatech/reader.action?docID=1762072&ppg=1). When it asks for your institution, enter “Georgia Tech Library”.

Additional readings will be provided online.

# Design Inspiration Resources

Resources for UI and Design Inspiration:

For UI / UX Design

<https://dribbble.com/>

<https://www.awwwards.com/>

<https://www.siteinspire.com/>

<https://mobbin.design/browse/ios/apps>

<https://www.itsnicethat.com/>

<https://screenlane.com/?ref=uimovement>

<https://collectui.com/designs>

For Color Schemes
<https://coolors.co/>

For Fonts
<https://fontsinuse.com/>

For Learning / Practicing Design
<https://www.dailyui.co/>

# Schedule

[Schedule](https://gtvault.sharepoint.com/%3Ax%3A/s/F23LMC6313PrinciplesofInteractionDesign/EYspbkz3IoxArnl23_rkhQcBxwLJ8SUYd7aNiLeD9e2zlw?e=sPU204)

Due dates and readings are shown on the Schedule. Unless otherwise specified, assignments and readings are due before the start of class on the due date listed. Stay tuned for announcements or edits to the Schedule as the semester progresses. Readings for each day may be finalized as time goes on.

# Grading

[Grading Breakdown](https://gtvault.sharepoint.com/%3Ax%3A/s/F23LMC6313PrinciplesofInteractionDesign/EYspbkz3IoxArnl23_rkhQcBxwLJ8SUYd7aNiLeD9e2zlw?e=EIdFhz&nav=MTVfe0NFOTIzRDAyLUJGNzMtNEVBQi05NjE2LTUyRDc2MjBBQzA5NX0)

Grading of each assignment is based on points. The number of points for an assignment indicates its weight in determining the final grade. Assignments are due at the beginning of class unless otherwise specified.

Late assignments receive at most 50% credit. Assignment that are turned in on time, but where the student is not present in class to represent their work, also receive at most 50% credit. This is because the pedagogical value of many assignments includes using these assignment for in-class activities such as giving and receiving feedback on the assignment.

If you have to miss class for a valid reason such as illness, family emergency, etc., please proactively coordinate with the instructor in advance to find an alternative make up assignment, which could take a different form than the original assignment.

The [Georgia Tech Honor Code](https://policylibrary.gatech.edu/student-life/academic-honor-code) applies.

# Grade Ranges

A: 90 – 100%
B: 80 – 89%
C: 70 – 79%
D: 60 – 69%
F: 0 – 59%

# Attendance Policy

Attendance is required for class and lab sessions, and contributes to the participation part of the grade in the Grading Breakdown. The class relies on in-class activities to develop the skills of giving and receiving feedback, which are key to professional interaction design practice.

If you are sick, stay home and rest to protect yourself and others. Give the GTA and Instructor a heads up before class, and coordinate with them to find an alternate make up assignment.

Being late to class will detract from your attendance and participation grade.

# Accommodations

Please refer to the [Office of Disability Services](https://disabilityservices.gatech.edu/) for information on how to request [accommodations](https://disabilityservices.gatech.edu/content/accomodations-1). The instructor and TA are committed to working with you to accommodate your needs. Communicating with us about your needs will assist us in best accommodating your needs.

# Technology use

Bring a computer to class every day. No use of cell phones (including texting) in class.

# Inclusivity Statement

The Ivan Allen College of Liberal Arts is committed to creating a campus free of discrimination on the basis of race, color, religion, sex, national origin, age, disability, sexual orientation, gender identity, or veteran status. We further affirm the importance of cultivating an intellectual climate that allows us to better understand the similarities and differences of those in our community, as well as the necessity of working against inequalities that may also manifest here as they do in the broader society.

# Workload

Students are expected to work not only in class but also outside of class sessions on assignments and projects.

# Mental Health Resources

f you are experiencing anxiety or depression or a medical, personal, or family crisis, or if you just feel overwhelmed, please do not hesitate to reach out for help. Everybody needs help sometimes, and being in school can be a personally challenging time. You are not alone, and many of us are available to be sympathetic listeners and to share our own strategies for coping with stressful situations. In addition, professional counselors and medical practitioners have expertise that can be very helpful. The Dean of Students has a list of services (see <https://studentlife.gatech.edu/content/get-help-now>).

# Library Resources

The [GT Library](https://www.library.gatech.edu/) has numerous resources, gadget rental, study space, activities, and more.