
Course Details

Tuesdays 9:10am - 12:00pm

Room C307

Course CG 322

Liz Danzico, Instructor

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Course Site

<http://id.bobulate.com>

Office Hours

Thursday 5:30 - 6:30

and by appointment

Interface design

In developing interactive systems, a designer is tasked with helping to define an experience. Before beginning, there are important questions to explore: Who are the target users? What needs do they have? How does one encourage exploration, learning, and accessibility for users through interfaces? Are there guidelines we, as designers, should be following? What experiences have users had before?

This course explores these issues in relation to different expressions of interface design: software web, and physical interfaces. We will also spend a good deal of time exploring usability principles and concepts on which we can base our expressions.

Format

Each session is divided into two parts: half lecture and discussion and half lab exploration. This may change based on the topic of discussion for the week; some classes will include guest speakers, videos, or local events and site visits. You can expect to spend a minimum of two hours per week on assignments outside of class. Not all assignments will be computer-based.

When appropriate, you'll receive an handout with the assignment for the following week, along with any related readings. I will require you to read supporting material that I will either hand out in class or direct you to online. There are no required books.

Evaluation Method

I expect everyone to participate, whether it be in discussions, group exercises, or through vigorous individual exploration. Many times, exercises may be started in lab, but may require extra work outside of class. If you intend to miss class, please let me know in advance. Repeated and unexcused absences are not permitted; I'll overlook **one** unexcused absence before it affects your final grade.

The evaluation method is as follows:

- 30% Class participation, including exercises in class
- 30% Exercises done outside of class
- 40% Final project

Course schedule

1. Interface design and user experience

02/04/03	What is an interface?
02/11/03	Designing an Experience: Caring about affordances, feedback, and controls
02/18/03	Iteration and Refinement
	Milestone: Presentation of "Design and Redesign"

2. Design development process and the necessary details

02/25/03	Observation and Task Analysis
03/04/03	User Profiles and Scenario Development
03/11/03	Designing Systems and Information Architecture
03/18/03	Information Design: Details on the Screen Level
03/25/03	Methods of Prototyping: High, Medium, and Low
04/01/03	Guest Speaker
04/08/03	Usability Testing and Analysis
	Milestone: Hand in Final Project Topic

04/15/03 Spring break - no class

3. Diving in: the final project

04/22/03	Gathering User Research
04/29/03	Interface Development
05/06/03	Prototyping and Usability Testing
	Milestone: Project Process Presentation
05/13/03	Site Visit: Barnes & Noble.com
05/20/03	Final Project Presentations

Reading & inspiration

(Strongly) Recommended reading

Contextual Design, Hugh Beyer, Karen Holtzblatt

Design of Everyday Things, Donald Norman

Designing Web Usability: The Practice of Simplicity, Jakob Nielsen

Envisioning Information, Edward R. Tufte

Invention by Design: How Engineers Get from Thought to Thing, Henry Petroski

Information Architecture for the World Wide Web, 2nd edition, Louis Rosenfeld, Peter Morville

Suggested reading

Art of Human-Computer Interface Design, Brenda Laurel, editor

Information Anxiety 2, Richard Saul Wurman

The Invisible Computer, Donald Norman

The Media Equation, Byron Reeves & Clifford Nass

Orality & Literacy: The Technologizing of the Word, Walter Ong

Understanding Comics, Scott McCloud

Online resources

American Center for Design [ac4d.org]

American Institute of Graphic Artists [aiga.org]

Argus Center for Information Architecture [argus-acia.com]

Bad Human Factors Designs [baddesigns.com]

Boxes and Arrows [boxesandarrows.com]

Communication Arts [commarts.com]

elegant hack [eleganthack.com]

Interface Hall of Shame [iarchitect.com/mshame.htm]

jig.net [jig.net/ia/]

New Architect [newarchitect.com]

Usable Web [usableweb.com]

Useit.com [useit.com]

web review [webreview.com]

WebWord [webword.com]