

Interaction Design 1: Foundations

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Introduction

This course examines the fundamental principles and materials underlying the interactions between people, artifacts, and systems.

Course work will introduce students to a variety of new tools and techniques that will facilitate the crafting of design interactions from user interfaces to user experiences. Through design of interactive canvases such as mobile, desktop, game, kiosk, and apps, students will gain an appreciation for the application of interaction design principles and tools, their respective strengths and weaknesses, and the prior and subsequent steps to using them.

By examining existing situations and objects, and, using newly acquired interaction design sensibilities and vocabularies, students will begin to develop their own contextualized design perspectives and devise new solutions and strategies for addressing contemporary design issues. The interdisciplinary role of interaction design will continue to be explored through the study of adjacent fields such as industrial, graphic, film, sculpture, gaming, and architecture.

Objectives

By the end of this course, students should be able to:

- Communicate ideas clearly and concisely using relevant vocabulary and interaction design tools. Specific attention will be placed on visual communication and the articulation of ideas during critiques.

- Build design prototypes in physical or digital form to explore and evaluate interactions. Emphasis will be placed on hands-on making to explore and learn, as well as the evaluation of designs with real people.
- Conduct research into the context surrounding the area of design inquiry to understand users, provide guidance and framing, and to inform and inspire meaningful subsequent work.
- Tackle ambiguous design challenges by applying a holistic understanding of design methods and processes. Being a designer requires confidence designing an unknown future.

Course Structure

This is a studio class with time devoted to lecture, discussion, practice activities, design work sessions, and criticism of student work. The class consists of long projects (1-4 weeks each), in-class exercises, and reading/viewing assignments to complement course work. Unless otherwise arranged, only IxD Foundations work may be worked on in class.

Software Tools

Students are expected to be proficient with basic design tools including Adobe Photoshop, Omnigraffel (or equivalent diagramming software), and have a basic ability to code html and css.

We will not be teaching these tools in class, so if you don't know these tools learn them now. CCA has numerous resources to assist student learning; visit the library for more information, or <https://www.cca.edu/students/resources>

Journal

Your learning experience is as much about the thoughts and ideas you have over the course of the semester as it is about what is expressed in the final deliverables of your projects. Please keep a sketchbook that shows the development of your thinking, whether related to project work or thoughts that you have during discussions in studio. Your sketchbook will be periodically reviewed and will influence the participation

portion of your final grade.

Grading and Evaluation

This is a studio course that requires hands-on practice envisioning and building interactive projects, and critical reflection on the content introduced. Students are expected to participate fully in-class and provide thoughtful feedback to their peers in interim and final critiques.

Grading Breakdown

- Class participation: 20%
- Sketchbook and in Class Activities 25%
- Class projects: 55%

Deadlines

Deadlines manage the process for any organization. Students are expected to have all of their assignments delivered on time by the start of the class in which they are due. **For each day late, the student's grade on this assignment will be reduced by 10%.**

Deliverables required for in-class critiques (i.e. prototypes, posters, presentations, etc.) should be physically brought to class (in print, etc.) as well as uploaded to the course Google Drive folder digitally, BEFORE class begins.

Participation

General attendance, involvement in discussions and group work, motivation, and being fully and meaningfully prepared for each class and review. Students are expected to have carefully considered work that shows progress and thoughtful consideration and the incorporation of

previous student, studio, and instructor discussions and lessons.

Critiques

One of the main learning exercises in this course is the design critique.

The goal of design critiques is to learn to present design work, learn to view design work, and engage in a critical conversation. To participate in a design critique, one must pay attention to what is being presented, and verbalize questions and comments.

We will be building this skill throughout the semester with in-progress critiques and final critiques. Most assignments will be critiqued once or more in process and with a final critique.

Studio Etiquette

CCA classrooms, shops, and other facilities exist to create an efficient learning environment. Many people will share the same space as you outside of class. It is imperative to leave your spaces orderly and clean.

This means removing your personal and course-related items from the space and leaving a clean work area. There is no storage for your belongings, unless specifically arranged with your instructor.

We will explicitly note when use of laptops is allowed in class. However, the use of laptops does not mean that you can use social networking sites, email, and so forth. Specifically:

- **The use of an iPod, iPhone, or similar music device** requires approval by the instructor for use in class. Most of the time in your class is about building a collaborative, supportive environment for work, and "plugging in" will obstruct your ability to be present and contribute in class.

- **Turn off your cell phone, mobile device, or iPad while in class.**

The use of phones and tablets is prohibited unless you have made special arrangements with your teacher due to extenuating, emergency circumstances. This includes checking for and/or sending text messages, checking social networks, etc.

- **No talking on cell phones in the studio**, even when classes are not in session. Those who share the studios with you do not want to be disturbed. Please

go outside, unless there is a safety issue that needs to be addressed.

- **Facebook, social networking, etc.** While we will address social, digital tools through this class, it is not acceptable during studio work times, design activities, or lectures by the teacher or visiting teachers. In-class usage outside the context of the course will not be tolerated and it will impact your class participation grade.

Attendance Policy

Students are expected to attend class, arrive on time, participate effectively on a team, and offer comments on readings. Most critically, students are expected to offer criticism of their classmates' work that helps them improve their designs.

If students need to miss a class, they should email the instructor ahead of time and be sure to inform their teammates they will not be attending.

This is a studio class that meets once a week, and students are required to be present for the entirety of the entire session unless otherwise indicated by the instructors. Attendance will be taken within the first 5 minutes of each class, and after every break. Notify the instructor if you are going to miss class--this is your responsibility. Do your best to be on time--a student arriving 15 minutes after class has started or resumed without notifying an instructor prior is late, and three lates constitute one absence. Three unauthorized or unexplained absences will result in a failing grade. *NOTE: This class is six hours long, making it equivalent to two classes. If you miss one day, you will have TWO absences.*

If students need to miss a class, they should email the instructor ahead of time and be sure to inform their teammates they will not be attending.

Any exceptions are up to the discretion of the instructor. Be in close communication with your instructor and problems can be avoided.

Please note: missing class does NOT excuse you from completing design challenges, class readings and viewings, and other assignments due.

Academic Integrity Code

CCA students are expected to maintain standards of academic integrity.

By enrolling in this course you agree to have read and accepted the terms of the CCA Academic Integrity Code. Please read and familiarize yourself with the College's code of conduct and integrity code:

<http://www.cca.edu/students/handbook/conduct>

<http://www.cca.edu/students/handbook/integritycode>

Specifically, the college defines four types of academic dishonesty:

- **Cheating**, or the intentional use or attempted use of unauthorized materials, information, or study aids in any academic or studio exercise.
- **Fabrication**, or the intentional and unauthorized fabrication or invention of any information or citation in any academic or studio exercise.
- **Plagiarism**, or the intentional or knowing representation of words, images, concepts, or ideas of another as one's own in any academic or studio exercise.
- **Facilitating academic dishonesty**, or intentionally or knowingly helping or attempting to help another to violate any provision of this code.

The Academic Integrity Code is to be upheld and enforced by all CCA students and faculty members. Depending on the nature or severity of the incident, violations of this code may result in academic and/or disciplinary sanctions up to including the failure of the course and dismissal from the college.

Accommodations

Any student who feels she/he may need an accommodation based on the impact of a disability should contact Access & Wellness Services (AWS) to discuss specific needs. Please contact Suzanne Raffeld, Director of AWS at 510-594-3775, via email at sraffeld@cca.edu, or stop by the office (Irwin Student Center) to coordinate reasonable accommodations for students with documented disabilities. To reduce the instances of requests for last-minute accommodations, concerned students should consult with the AWS staff within the first few weeks of the semester.

No student may record or tape any classroom activity without the instructor's express written consent. If a student believes that he/she is disabled and needs to record or tape classroom activities, he/she should contact AWS to request an appropriate accommodation.

Calendar

This calendar is subject to change based on the classes' needs and progress. There will be many shorter in class projects.

These dates are both critique days and project kick offs and it is critical to be in class.

Project Timeline

9.4,11 **Project 1: I am the Machine.** Creating a User Guide to You.

9.18,25, 10.2, 9 **Project 2: Life Logger.** Create a tracking device that tells you if you are meeting a personal goal.

10.16 **Project 3 Dragons Gold.** Translate a board game to digital

11.20 **Project 4: Animal Transfer.** Style and emotion in Interaction Design

12.4 **Project 5: We are the Machine.** A User Guide to Interaction Design