



University of Wisconsin-Stevens Point

College of Letters and Science
Department of Computing and New Media Technologies

Stevens Point, WI 54481-3897
(715) 346-4409; Fax (715) 346-4260

WDMD 302 – Multimedia Authoring (4 credits)

Semester II 2016-2017

Course information

Develop and create digital media including video, audio, animation.

Section 1

Mondays & Wednesdays, 10:00AM-11:50AM
SCI A224

Section 2

Mondays & Wednesdays, 2:00-3:50PM
SCI A224

Instructor Tomi Heimonen, PhD

Office Location B235, Science Building

Email theimone@uwsp.edu

Telephone (715) 346-2356

Communication You are encouraged to contact me (email preferred) regarding the course if you have any questions. When communicating via email, please preface the subject line of your email with "WDMD 302".

Office hours Tuesdays and Thursdays, 9:00AM-12:00PM and by appointment.

Final exam times Section 1: Tuesday, May 16, 2:45 pm – 4:45 pm
Section 2: Friday, May 20, 12:30 pm – 2:30 pm

Class website <http://www.uwsp.edu/d2l>

Desire2Learn (D2L) will be used to distribute course materials, assignments and grades. Check it regularly to stay informed of changes to class schedules and other important announcements.

Prerequisites WDMD 201 – Introduction to Web Content Creation.

You will find that basic knowledge of HTML, CSS and JavaScript will make it easier to follow the user interface implementation examples.

Textbooks The following textbooks are required for the course and will be used to assign readings:

Alan Cooper, Robert Reimann, David Cronin & Christopher Noessel, *About Face: The Essentials of Interaction Design*, 4th Edition, John Wiley & Sons, Inc., 2014. ISBN: 978-1-118-76657-6

Jenifer Tidwell, *Designing Interfaces*, 2nd Edition, O'Reilly, 2010. ISBN: 978-1-4493-7970-4

Textbooks are available through Text Rental.

Important Note: This syllabus, along with course assignments and due dates, are subject to change. It is the student's responsibility to check D2L for corrections or updates to the syllabus. Any changes will be clearly noted in a course announcement or through email.

Course learning outcomes

The goal of this course is to introduce the core concepts, techniques and tools for designing and developing graphical user interfaces. The course will focus on the Web but we will also cover other platforms and interaction styles. After this course, you will be able to apply these technologies and skills to design and develop usable and accessible user interfaces.

Course objectives

Upon completing this course, students will:

- Be able to describe fundamental concepts and techniques in designing user interfaces (UI), including interaction design patterns, interaction styles, UI animation, and visual design languages.
- Be able to describe how technologies such as UI widget libraries and software frameworks are used to facilitate user interface development and what their benefits and drawbacks are.
- Be able to describe key approaches to handling user inputs, error prevention, layout management, and detailed design of UI controls and dialogs.
- Demonstrate competency in analyzing and documenting the design rationale of the UI solutions one develops.
- Demonstrate competency in communicating one's UI design solutions.
- Demonstrate competency in designing, documenting and implementing user interfaces utilizing core Web technologies, UI libraries, and software frameworks.

Grading policy

Graded course activities

Completing coursework awards a maximum of 1000 points in total. This course emphasizes the learning of practical design and development skills and this is reflected in the grading.

Homework and in-class assignments: Each homework problem and in-class assignment will be valued separately as designated in their documentation (200 points total). Homework and in-class assignments help you familiarize with and practice the concepts, methods and techniques introduced in the readings and other course materials. You should upload homework solutions to D2L and be prepared to demonstrate them on request during class.

Course projects: Course projects award 650 points total. By completing the project, you will demonstrate your competence in applying the knowledge and skills gained during class to design and implement usable and accessible user interface solutions.

Quizzes: In-class and/or online quizzes will be scheduled periodically to assess your understanding of the course materials (150 points total). Exams and quizzes will cover the assigned textbook readings and content introduced in course materials.

Specific requirements for each course activity will be announced separately in class and in D2L.

Grading scale

The final grades will be determined according to the following scale:

Grades	Percentage	Grades	Percentage	Grades	Percentage
A	100 – 94.00%	B-	83.99 – 81.00%	D+	70.99 – 68.00%
A-	93.99 – 91.00%	C+	80.99 – 78.00%	D	67.99 – 64.00%
B+	90.99 – 88.00%	C	77.99 – 74.00%	F	< 64%
B	87.99 – 84.00%	C-	73.99 – 71.00%		

The instructor reserves the right to revise the grade cutoffs to be more generous if necessary.

Late policy

All coursework (homework, in-class assignments and projects) for this course will be submitted electronically through D2L unless otherwise instructed. Required materials must be submitted by the given deadline or an extension must be requested from instructor before the due date.

Coursework that is turned in after the time it is due will receive a 20% late penalty on the grade. Submissions that are more than 5 days late will receive a grade of 0 points. It is not possible to make up missed quizzes without prior approval.

The instructor reserves the right to adjust the above rules to account for extraordinary situations, such as documented illness or medical emergencies. You are required to inform the instructor as soon as possible of such situations but at most within five working days of the due date in question. If you know ahead of time that you will have a legitimate reason for missing a due date, contact the instructor for an extension.

Viewing grades in D2L

Points you receive for graded activities will be posted to the D2L Grade Book. Online grades are updated once a grading session has been completed – typically within five business days following the completion of an activity. You will see a visual indication of new grades posted in D2L.

Course policies

Participation

You are expected to complete all course activities as outlined in this syllabus and in D2L to earn a passing grade. You are also expected to check your UWSP email and the course D2L instance regularly to keep up-to-date on course related announcements.

If you find that you have any trouble keeping up with assignments or other aspects of the course, make sure you let your instructor know as early as possible. Be proactive in informing your instructor when difficulties arise during the semester so that we can help you find a solution.

You will also be asked to review and provide feedback on the work created by your peers. When doing so, please remember that the objective is to critique the work, not the person. Criticism or discrimination against a person based on gender, race, ethnic background, religion, or sexual orientation will be subject to the University's disciplinary procedures and will also result in deduction of points on the course.

For more information on the university's discrimination policy, see <http://www.uwsp.edu/dos/Pages/Discrimination%20Policy.aspx>

Completing coursework

You will complete a variety of coursework during this course that are designed to help you gain a deeper understanding of the topics discussed in class.

All coursework requirements and due dates will be announced in D2L, along with further instructions. It is your responsibility to check D2L for assignments and material distributed in class. All course related homework, assignments, and projects will be turned in via D2L.

Please note that originality checking by Turnitin.com is integrated in D2L and it may be used to review the coursework.

Dropping/withdrawing from the course

It is the student's responsibility to understand when they need to consider un-enrolling from a course. Refer to the UWSP Academic Calendar for dates and deadlines for registration. After this period, a serious and compelling reason is required to drop the course. Serious and compelling reasons include, but are not limited to, documented and severe physical/mental illness or injury to the student or their family. Consult the instructor at the earliest opportunity to discuss the need to drop the course after the mandated deadline.

Incomplete policy

Under emergency/special circumstances, students may petition for an incomplete grade. An incomplete will only be assigned if inability to complete the coursework was due to a documented illness/injury or other

circumstance beyond the student's control. All incomplete course assignments must be completed by the end of Semester I 2017-2018.

Software requirements and file storage

There are no specific software requirements on this course. We will be using a variety of software products to record and view usability tests. The software will be either freely available online (may require registration), available in the UWSP Application Center, or installed in labs.

Storage media (e.g., flash drive or external hard drive, or cloud-based storage) will be useful to store and transport the files created during this course. You should bring homework solutions to class and be prepared to demonstrate them on request.

Technology use in class

Cell phones and other mobile devices may not be used in class for activities other than those related to the class, such as trying out demos and new technologies on your phone or tablet.

If you wish to record (audio or video) the class meetings, please consult the instructor first.

Accommodations

If you have a documented disability and verification from the Disability and Assistive Technology Center and wish to discuss academic accommodations, please contact your instructor as soon as possible. It is the student's responsibility to provide documentation of disability to Disability Services and meet with a Disability Services counselor to request special accommodation before classes start.

The Disability and Assistive Technology Center is located in 609 Learning Resource Center and can be contacted by phone at (715) 346-3365 (Voice) / (715) 346-3362 (TDD only) or via email at datctr@uwsp.edu.

Statement of policy

UW-Stevens Point will modify academic program requirements as necessary to ensure that they do not discriminate against qualified applicants or students with disabilities. The modifications should not affect the substance of educational programs or compromise academic standards; nor should they intrude upon academic freedom. Examinations or other procedures used for evaluating students' academic achievements may be adapted. The results of such evaluation must demonstrate the student's achievement in the academic activity, rather than describe his/her disability.

If modifications are required due to a disability, please inform the instructor and contact the Disability and Assistive Technology Center in 609 LRC, or (715) 346-3365.

UWSP academic honesty policy & procedures

Student academic disciplinary procedures

UWSP 14.01 Statement of principles

The board of regents, administrators, faculty, academic staff and students of the university of Wisconsin system believe that academic honesty and integrity are fundamental to the mission of higher education and of the university of Wisconsin system. The university has a responsibility to promote academic honesty and integrity and to develop procedures to deal effectively with instances of academic dishonesty. Students are responsible for the honest completion and representation of their work, for the appropriate citation of sources, and for respect of others' academic endeavors. Students who violate these standards must be confronted and must accept the consequences of their actions.

UWSP 14.03 Academic misconduct subject to disciplinary action.

- (1) Academic misconduct is an act in which a student:
 - a. Seeks to claim credit for the work or efforts of another without authorization or citation;
 - b. Uses unauthorized materials or fabricated data in any academic exercise;
 - c. Forges or falsifies academic documents or records;
 - d. Intentionally impedes or damages the academic work of others;

- e. Engages in conduct aimed at making false representation of a student's academic performance; or
 - f. Assists other students in any of these acts.
- (2) Examples of academic misconduct include, but are not limited to: cheating on an examination; collaborating with others work to be presented, contrary to the stated rules of the course; submitting a paper or assignment as one's own work when a part or all of the paper or assignment is the work of another; submitting a paper or assignment that contains ideas or research of others without appropriately identifying the sources of those ideas; stealing examinations or course materials; submitting, if contrary to the rules of a course, work previously presented in another course; tampering with the laboratory experiment or computer program of another student; knowingly and intentionally assisting another student in any of the above, including assistance in an arrangement whereby any work, classroom performance, examination or other activity is submitted or performed by a person other than the student under whose name the work is submitted or performed.

Specific allowances for using third party content are explained in the coursework instructions. Standard citation and acknowledgment practices apply when utilizing third party. If in doubt, consult the instructor.

Emergency preparedness

In the event of a medical emergency, call **911** or use red emergency phone located outside of the Public Science Hall Lab (B238). Offer assistance if trained and willing to do so. Guide emergency responders to the victim.

In the event of a tornado warning, proceed to the lowest level interior room without window exposure in the basement of the Science building.

In the event of a fire alarm, evacuate the building in a calm manner. Meet at the grassy area near the Chemistry Biology building construction site. Notify instructor or emergency command personnel of any missing individuals.

Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Call 911 when it is safe to do so. Follow instructions of emergency responders.

See UW-Stevens Point Emergency Management Plan at <http://www.uwsp.edu/rmgt> for details on all emergency response at UW-Stevens Point.

Tentative schedule

Week	Class	Topics and assigned readings	Projects
1	1	Syllabus review and course introduction Review: interaction design process and deliverables	
	2	Design values and principles (Cooper, Ch. 7) Users' behavioral patterns (Tidwell, Ch. 1: p. 8-23)	
2	1	Designing considerate, smart, and social products (Cooper, Ch. 8; Tidwell, Ch. 9)	Project 1: Addressing users' behaviors and design values
	2	Optimizing for intermediate users (Cooper, Ch. 10)	
3	1	Designing for different levels of experience (Cooper, Ch. 16)	
	2	Motion, timing and transitions in the UI (Cooper, Ch. 11)	Project 1 due
4	1	Implementing animations and transitions in UIs (online materials)	Project 2: Implementing UI animations
	2	Implementing animations and transitions in user UIs	
5	1	Interface paradigms, idioms, affordances, and direct manipulation (Cooper, Ch. 13)	
	2	Error prevention, undo/redo, informing decisions (Cooper, Ch. 15; Tidwell, Ch. 6)	
6	1	Integrating visual design and visual information design principles Consistency and standards (Cooper, Ch. 17; Tidwell, Ch. 11)	
	2	Applying a visual UI design language (online materials) Case: Google Material design	Project 2 due
7	1	UI design for the Web (Cooper, Ch. 20; Tidwell, Ch. 3 – Page Layouts)	Project 3: Material Design
	2	UI design for the Web	
8	1	UI design for desktop (Cooper, Ch. 18)	
	2	UI design for the desktop	
Break			
9	1	UI design for mobile (Cooper, Ch. 19; Tidwell, Ch. 10)	
	2	UI design for mobile	
10	1	Designing accessible UIs (online materials)	Project 3 due
	2	Designing accessible interactions (continued); using WAI-ARIA roles	
11	1	Documenting user interface designs (online materials)	Project 4: UI design and development
	2	UI software architectures; single page applications, MVC, AngularJS (online materials)	
12	1	Implementing UI software architectures	
	2	Implementing UI software architectures	
13	1	Using UI widget libraries; jQuery UI (online materials)	
	2	Using UI widget libraries	
14	1	Layout management; templates (online materials)	
	2	Agile development and UI/UX design / Guest lecture on agile UX	Project 4 due
15	1	Project 4 presentations	
	2	Project 4 presentations	
16	1	Final exam period	

Important Note: Refer to the D2L course calendar and Dropbox details for specific due dates for coursework. Activity and assignment details will be explained in detail within each week's corresponding learning module. Changes are possible depending on how the course progresses.