

// - - - d e s 1 5 7 // i n t e r a c t i v e m e d i a // w i n t e r 2 0 1 7 - - - //

// d e s c r i p t i o n

Design methodology and process of software application design. Concept proposal, rapid prototyping, audience research, interface, interaction, information, user experience, user testing. Design and development. Project management. Analytics. Complete project including design, development and documentation

Projects built with tools including html5, css3, javascript and javascript libraries

// p r e - r e q u i s i t e s

Required: DES 1, 14, 15, 16, 37, 117 // Recommended: DES 115

// s u p p l i e s

4-8GB Storage media (such as an external hard drive, USB flash drives, etc)
to keep backups in addition to campus cloud storage

Sketchbook, 8.5 x 11 or 9 x 12, perforated pages required,
plain or graph paper (bring to every class)

Github account

Readings available online with the option to order paper copies

// s e e y o u

Section 001: Tuesdays and Thursdays // 9-11.50AM // SCC 2102

Section 002: Tuesdays and Thursdays // 1.40-4.30PM // SCC 2102

// s e e m e

glenda drew // gadrew(at)ucdavis(dot)edu // cell: 415.282-8090

Try email first, then text, then call (but if you txt me, pls identify yourself...)

Office hours // Tuesdays and Thursdays // 12.30-1.30PM // Cruess 250A

// s e e S p e n c e r

Spencer Mathews // samathews(at)ucdavis(dot)edu

Office hours // Thursdays // 11.50-12.20PM and 4.30-5PM // SCC lobby

// d i s c u s s i o n s

Post general class questions and technical questions to the "Discussion" feature on Canvas so others can learn from as well as contribute to the responses

// h e l p !

Don't stay stuck on code problems more than fifteen minutes...trouble shoot your code in this order: validate your code, print your code and read it away from your computer, practice the rubber ducky method, post your questions to the "Discussion" feature on Canvas for best chance of a speedy response from glenda, Spencer or other students (and email glenda and Spencer to notify of the post). Then you can work on something else while you wait for a response. Check the "Discussion" frequently to learn from others' questions

// g r a d e s

Attendance/Participation (10%)

Means on time, not late. Tardiness results in 50% off your daily attendance grade. If you arrive late, it is your responsibility to make sure that you are marked present. Email me before class to announce an absence

Studio Exercises (26%)

Studio exercises are due at the start of class one week after they are assigned and are **not accepted late**. Studio exercises are to be completed individually and coded by hand. No copying/pasting of pre-existing code...own your work! Studio exercises must validate for credit

Book Homework (04%)

Exercises from the book are completed individually

Quizzes (10%)

Pop-quizzes on lectures and readings will be given in the first 10 minutes of class. If you are late for class, you forfeit your chance to take the quiz

Midterm (10%)

The midterm is a test on code structure and syntax

Innovative Information, Interface, Interaction (5%)

Topics will be assigned during the first half of the quarter

Final Project Process (15%)

Process materials are completed individually, even if the final project is created in collaboration with another student

Final Project (20%)

Projects may be completed individually or in pairs

// g r a d i n g c r i t e r i a

Process (research, exploration, conceptual framework)

Realization (visual organization/gestalt/design, communication, craft, code format)

Communication (perspective/attitude, written and verbal communication)

// p r o t o c o l

No eating in the classroom // Drinks allowed at the front of the room only (and not at your desks) // No use of personal media devices during class // No headphones during class, even when we are in studio // No clicking or using devices when someone is addressing the class // All paper-based work must have your *last name, first name, DES 157* in the upper right corner // Staple all multipage submissions // See assignment descriptions for specific guidelines // Cite all copyright all the time (and use your own media except with good reason) // Save backups of all digital files // All studio code must be your own // Class communications are through the ucd email system—make sure to check

// f i n a l c r i t i q u e s / p e e r e v a l u a t i o n s

Do not arrive late to a critique!

Even if you are not finished with your assignment, you are *required* to attend the critique, celebrate the work of the other students and contribute critical feedback

Critiques begin with a formal presentation of each student's process, production and outcomes in pdf format. Be prepared to take notes on feedback received at critique

// d i v e r s i t y , a c c e s s i b i l i t y a n d i n c l u s i o n

Students with all types of learning styles and needs are welcome in this course. If you have a consideration that might require accommodation, please do not hesitate to approach me or to consult with the Student Disability Center (<http://sdc.ucdavis.edu/>).

If you find yourself in need of physical or mental health accommodation please consult with Student Health and Counseling Services (<https://shcs.ucdavis.edu/>)

// a c a d e m i c i n t e g r i t y

Plagiarism and cheating of any kind will not be tolerated. Academic honesty includes accurate use of quotations, as well as appropriate and explicit citation of sources (including all images and code snippets). Cite code sources in comments at the start of the html. These standards of academic honesty and citation of sources apply to all forms of academic work (coded, written, visual and presentation)

Compromising your academic integrity may lead to serious consequences, including (but not limited to) one or more of the following: failure of the assignment, failure of the course, academic warning, disciplinary probation, suspension or dismissal from the university

Students must receive prior permission from instructors to submit the same or substantially overlapping material for two different assignments (including from different courses). Submission of the same work for two assignments without the prior permission of instructors is plagiarism

UC Davis policies on academic integrity can be found here: <http://sja.ucdavis.edu/>

// h a v e f u n / w o r k h a r d / l e a r n a l o t