User Experience Design (IS 247004)   *Spring 2018*

Instructor: Yu Xu

Day and Time: Thursdays, 10:00 AM – 12:50 PM

Location: Central King Building 314

Email: yx296@njit.edu

Office hours & Location: GITC 5601 by appointment

Prerequisites   None   **Credit**   Three

Required Textbooks

A. Cooper. About Face 3: The Essentials of Interaction Design. ISBN: 0470084111 (Available on Moodle)

J. Preece, Y. Roger, & H. Sharp (2011). Interaction Design: Beyond Human-Computer Interaction (Available on Moodle)

Course Description

This course covers the design and evaluation of the human-computer interface in interactive computer systems. Among the topics covered are approaches to interface design such as menus, commands, direct manipulation; screen layout strategies; metaphor models; models of human information processes; evaluation approaches such as protocol for analysis, interactive monitoring, use of surveys; and requirements for documentation and help. Students are expected to design interface mockups and evaluate them.

Concepts and Methods to be Covered

Interaction Design, Scenario-based Design, Claims Analysis, Personas, Problem/Activity/Key-path Scenarios, Wireframing (Axure)

Evaluation

Weekly attendance, participation, and presentation grades	~40%
Final report: Team grade	~40%
Final report: Individual grade	~20%

Attendance Policy

If you miss 3 class sessions, you will automatically be deducted a letter grade. If you miss 5 class sessions, you will automatically fail the course.

Required Software/Hardware

Axure (http://www.axure.com/)

Web Resources

Moodle (http://moodle.njit.edu)

Outcomes expected upon completion of course:

Claims Analysis for design (using commercial applications, academic papers, and patents)

Persona construction

Problem scenario construction

Activity scenario construction

Key path scenario construction

Incorporation of iOS and/or Android design patterns

Wireframing and proficiency with wireframing tool Axure

Holistic understanding of interaction design through the development of an Interaction Design framework

Getting Technical Help

The IST Helpdesk is the central hub for all information related to computing technologies at NJIT. This includes being the first point of contact for those with computing questions or problems.

There are three ways to contact the Helpdesk:
1. Call 973-596-2900. Monday - Friday 8 am - 7 pm.
2. Go to Student Mall Room 48. Monday - Friday 8 am - 7 pm
3. Log a Help Desk Service Request online - https://ist.njit.edu/support/contactus.php.

Course Outline (Subject to Change)

Week 1: Introduction to UX Design

Week 2: Design thinking

Readings: Interaction Design Ch. 1 / About Face Ch. 1 / Wicked Problems

Homework Due: Individual - install Axure and set up AFS directory

Week 3: Stakeholders and personas (Round 1)

Readings: About Face Ch. 5

Homework Due: Group presentation - stakeholder list, target demographics, and 1 persona per group member

Week 4: Stakeholders and personas (Round 2)

Readings: How do professionals use personas? (CHI'12) / (Sentence highlighting not required:) Foundation of Great UX / Closer look at personas / Measuring UX-personas / Usability.gov-personas

Homework Due: Group presentation - stakeholder list and personas, Group work - interactive Axure prototype

Week 5: Problem scenarios and storyboards (Round 1)

Readings: About Face Ch. 6 / Help a knight, Scenario-based Design (Rosson & Carroll) / About Face Ch. 3 and 4

Homework Due: Group presentation - one Problem scenario and storyboard, Individual work - mockup of Fitbit pages

Week 6: Problem scenarios (Round 2) and Claims Analysis of Problem Scenarios

Readings: Interaction Design Ch. 10 / [Up on the wall](#)

Homework Due: Group presentation - Problem scenarios for all personas

Week 7: Audit of Technology Solutions and Claims Analysis (Round 1)

Readings: About Face Ch. 2 / Claims Analysis examples

Homework Due: Group presentation: claims analysis of three reputation systems

Week 8: Activity scenarios and storyboards (Round 1)

Readings: Interaction Design Ch. 9

Homework Due: Group presentation - one Activity scenario and storyboard

Week 9: No Class Spring Break

Week 10: Activity scenarios (Round 2)

Readings: About Face Ch. 7

Homework Due: Group presentation - Activity scenarios for all personas

Week 11: Activity Scenario (Round 3) and Audit of Technology Solutions and Claims Analysis (Round 2)

Homework Due: Group presentation - Activity scenarios for all personas, Revised Audit, and Claims Analysis for Activity Scenarios, Individual work - interactive mockup of Fitbit pages

Week 12: Key-path Scenario (Round 1)

Readings: Interaction Design Ch. 11

Homework Due: Group presentation - key path scenario in Axure

Week 13: Key-path Scenario (Round 2)

Readings: About Face Ch. 8

Homework Due: Group presentation - key path scenario in Axure

Week 14: Key-path Scenario (Round 3)

Readings: About Face Ch. 12 and 13

Homework Due: Group presentation - key path scenario showing adherence to design patterns

Week 15: Final Report Preparation

Homework Due: Group presentation - key path scenario showing adherence to design patterns

Plagiarism and Academic Integrity

The approved "University Code on Academic Integrity" is currently in effect for all courses. Should a student fail a course due to a violation of academic integrity, they will be assigned the grade of "XF" rather than the "F" and this designation will remain permanently on their transcript.

All students are encouraged to look over the University Code on Academic Integrity and understand this document. Students are expected to uphold the integrity of this institution by reporting any violation of academic integrity to the Office of the Dean of Students. The identity of the student filing the report will be kept anonymous.

NJIT will continue to educate top tier students that are academically sound and are self-disciplined to uphold expected standards of professional integrity. **Academic dishonesty will not be tolerated at this institution.**