Fall 2019

IT 201-101: Information Design Techniques

Eric Nersesian

IT-201 Information Design Techniques

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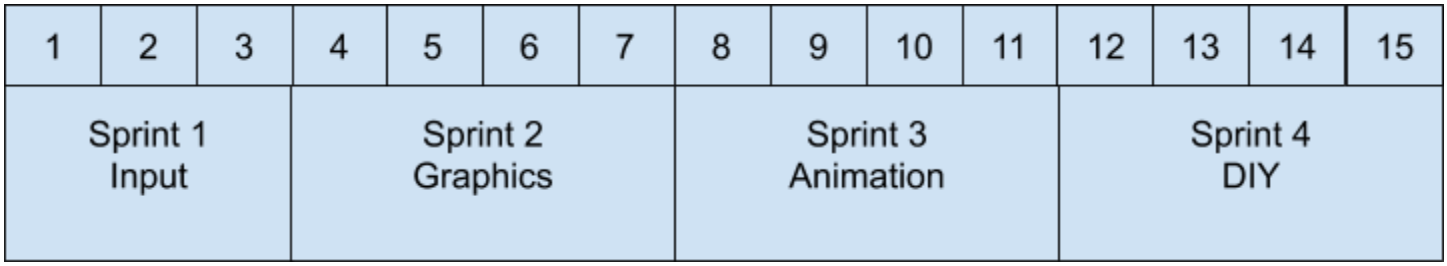
OVERVIEW

This course provides a practical overview of the interactive design and programming principles through the lens of interactive 3D development. Experience is gained in user experience diagramming, feature-centered design, event-driven programming, user interfaces, and multimedia development. Students gain experience with the development of graphics, animations, interface elements and interactive experience building through the use of C# programming in the Unity content creation engine. Projects focus on cross-platform delivery of web applications using WebGL.



COURSE STRUCTURE

Course is broken up into four sections, focusing on refining your skills in interactive design, graphics, animations with programming and interaction design being present in all sections. Each section has 3-4 weeks of instruction lead project development with the last section giving freedom for the students to demonstrate their newly learned skill sets in a do it yourself project. Each week has three hours of class time, with 1.5 hours in live instruction, 1.5 hours in online instruction, and 2-3 hours of project work. Both live and online instruction are accompanied by exercises to practice the new knowledge. The only graded items in the class are the projects due at the end of each of the four sprints and one exam at the end of class.

PEER MENTORING

Problem solving/troubleshooting/impediments: ask other students first, check out documentation and then ask me. There will be technical and creative help forums on moodle, and students get credit by helping other students in those forums. Feel free to email students for help in the class as well or meet outside of class.

ACADEMIC INTEGRITY

The NJIT Honor Code will be upheld at all times. The work you do and submit is expected to be the result of your effort only. CREDIT ALL WORK YOU USED FROM ANOTHER SOURCE.

ATTENDANCE POLICY

This is a hybrid course. You need to come to the live class to do your best in the online part of the class and get feedback on your projects.

CLASSROOM CONDUCT POLICY

Constructive involvement includes regular posting in all forums, constructive discussion, helping other students, and volunteering for demonstrations. Non-constructive involvement specifically includes non-participation in the forums, negative comments, and not offering a way to improve another student's project if you point out a criticism. Be respectful and a good class citizen, but make sure to give to student some useful advice.

GRADING POLICY

Final grade is calculated from the four sprint projects and the one final exam. Each of the five class grades are weighted at 20%, so you can still get a good grade if you do not do well on the final exam. Late Policy: 25% penalty for each week late on sprint projects, after 4 weeks late no value.

A 90-100 | B+ 86-89 | B 80-85 | C+ 76-79 | C 70-75 | D 60-70 | F < 59

Please note that a D is still a passing grade for IT students. It means the student did minimal work in the class, but still counts towards graduation as long as the total GPA is over 2.0.