Fall 2019

IS 661-003: User Experience Design

Michael Lee

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Part I: Course and Instructor Information

Semester:	Fall 2019
Course name:	User Experience Design
	(*one* of the courses below, *not both*)

Course number:	IS 661-003	IS 661-001
Course location:	Central King Building (CKB) 320	Central King Building (CKB) 215
Course Meeting time:	Tuesdays, 01:00 PM – 3:50 PM	Wednesday, 11:30 AM – 2:20 PM

Instructor name:	Michael Lee, PhD
Office hours & location:	GITC 5111, by appointment
Email & phone number:	mjlee@njit.edu

Part II: Course Description

1. **Course description:**

This is a foundation course on the design of digital products. User eXperience Design isn't just about making interfaces usable - it's about designing and building products that solve peoples' real problems. Effective UXD requires a mix of Interaction Design (ID) methods and processes, supported by user-research – this course focuses on the ID design side of this equation. This course takes you through the process of creating compelling interaction designs for digital products from the idea stage into creating a simple and intuitive user experience blueprint. You will 'learn by doing' in a team environment, enabling you to practice the techniques with coaching from instructors. The course will demystify Lean UX; Agile UX; Human Computer Interaction (HCI); Claims analysis; Persona construction; Storyboarding; ID Scenarios; ID Frameworks; Role of user-research in UXD requirements, design research, and usability; and Design Patterns.

2. **Prerequisite courses or knowledge:**
None

3. **Outcomes expected upon completion of course:**

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

    b. Persona construction

    c. Problem scenario construction

    d. Activity scenario construction

    e. Key path scenario construction

    f. Incorporation of iOS and/or Android design patterns

    g. Wireframing and proficiency with wireframing tool Axure

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

4. **Ways that students will be assessed throughout the course:**

Weekly attendance and presentation grades* – 600 points (estimated) (~40%)
Final report (team grade) – 600 points (~40%)
Final report (individual grade) – 300 points (~20%)

*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.

5. **Required texts:**
J. Preece, Y. Roger, & H. Sharp (2011). *Interaction Design: Beyond Human-Computer Interaction*
(Materials available on Moodle)

Steven Heim. *The Resonant Interface: HCI Foundations for Interaction Design*. ISBN: 0321375963
 (Materials available on Moodle)

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

6. **Required software/hardware:**
Axure www.axure.com/

7. Web resources:
Moodle

8. Contacting instructor (including turn-around time for responses)
See first page.

Part III: Mapping Learning Outcomes to Course Assessment	
Course Learning Outcome	**Measure** (ie exam, homework, rubric)
Claims analysis for design	Team presentation
Persona construction	Team presentation
Problem scenarios	Team presentation
Activity scenarios	Team presentation
Key path scenarios	Team presentation
Wireframing and use of wireframing tool Axure	Team presentation
Importance of visual design and design patterns	Team presentation
Developing an interaction design framework	Final report

Part IV: Course Calendar (Note: this calendar is subject to change)

Week	Topic	Readings due	Homework due
1	*Introduction to UX Design*		
2	*Wicked Problems and Design*	-About Face (Ch.1) -Interaction Design (Ch.1) -Wicked Problems -Scenario Based Design (Table 4)	Group Presentation: -Root Concepts
3	*Claims Analysis*	-About Face (Ch.2) -Claims Analysis example -Requirements Analysis example	Group Presentation: -Revised Root Concepts -Claims Analysis
4	*Claims Analysis (Part 2)*	-Scenario-based Design -About Face (Ch.3+4)	Group Presentation: -Revised Claims Analysis -20 Apps Individual Work: -Axure Exercise
5	*Stakeholders, Target Demographic, and Personas*	-Recommender Systems -Reputation Systems	Group Presentation: -Stakeholder, Target Demographic, Personas
6	*Stakeholders, Target Demographic, and Personas (Part 2)*	-About Face (Ch.5) -The Resonant Interface (Ch.4) -GenderMag Personas -Foundation of Great UX -Closer look at personas -Measuring UX-personas -Usability.gov-personas	Group Presentation: -Revised Stakeholder, Target Demographic, Personas

7	*Problem Scenarios*	-About Face (Ch.6) -Help a Knight	Group Presentation: -Problem Scenario and Storyboard Group Work: -Axure Exercise
8	*Problem Scenarios (Part 2)*	-Interaction Design Ch. 10 -Up on the wall	Group Presentation: -Problem Scenario for All Personas
9	*Activity Scenarios*	-Interaction Design (Ch.9) -The Resonant Interface (Ch.3)	Group presentation: -Activity Scenario
10	*Activity Scenarios (Part 2)*	-About Face (Ch.7) -The Resonant Interface (Ch.6)	Group Presentation: -Revised Activity Scenario -Activity Scenario (Best and Worst Case) Storyboard
11	*Information and Key Path Scenarios*	-Interaction Design (Ch.11)	Group Presentation: -Key Path Scenario
12	*Key Path Scenario (Part 2)*	-About Face (Ch.8)	Group presentation: -Revised Key Path Scenario -Revised Information Scenario
13	*[NO CLASS – Thanksgiving Holiday]*		
14	*Key Path Scenario (Part 3)*	-About Face (Ch.12+13)	Group Presentation: -Revised Key Path Scenario (showing adherence to design patterns)
15	*Final Class*		Group presentation: -Final Class Presentation

Part V: Assignment Weighting (How Your Final Grade is Calculated)

Weekly attendance and presentation grades – 600 points (estimated) (~40%)
Final report (team grade) – 600 points (~40%)
Final report (individual grade) – 300 points (~20%)

Part VI: Delivery Mechanism

The following delivery mechanisms will be utilized:

☒ Canvas: http://canvas.njit.edu
☐ NJIT on iTunes U: http://itunes.njit.edu
☐ Online resources (other than iTunes): Axure
☐ Other (see below):

Part VII: 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.**

Part VIII: Getting Help - General

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.

Part IX: Getting Help - Canvas

In addition to the Helpdesk, NJIT has a number of resources available to help you learn/use Canvas.