Hi ☺

I’m jerry

I Teach courses in

Web and mobile Design
User Experience
Augmented and Virtual Reality

I Do Research in

Human-Computer Interaction
And
Technology Education

Participatory Curriculum Design

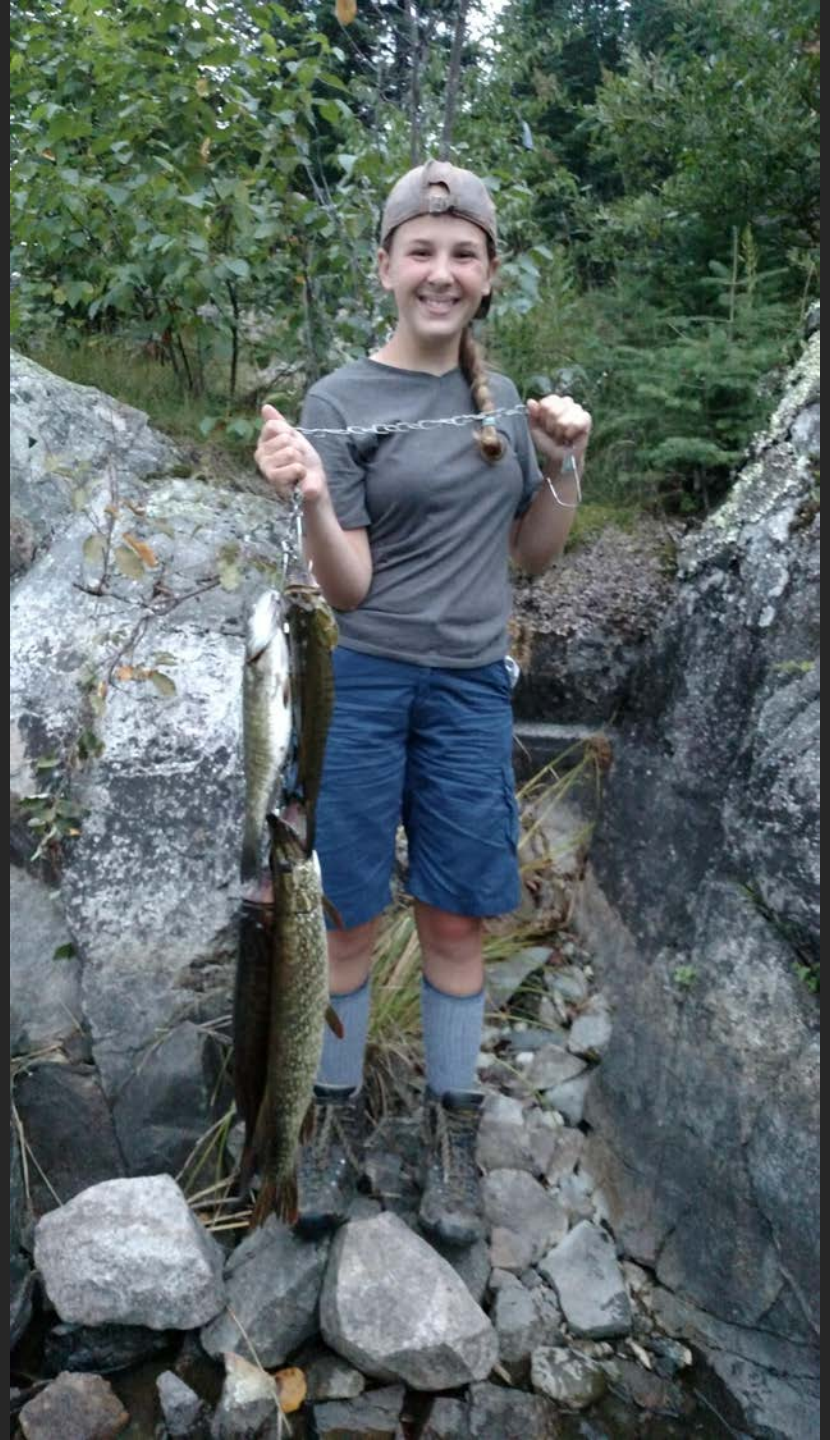
Learning

Experiential Learning

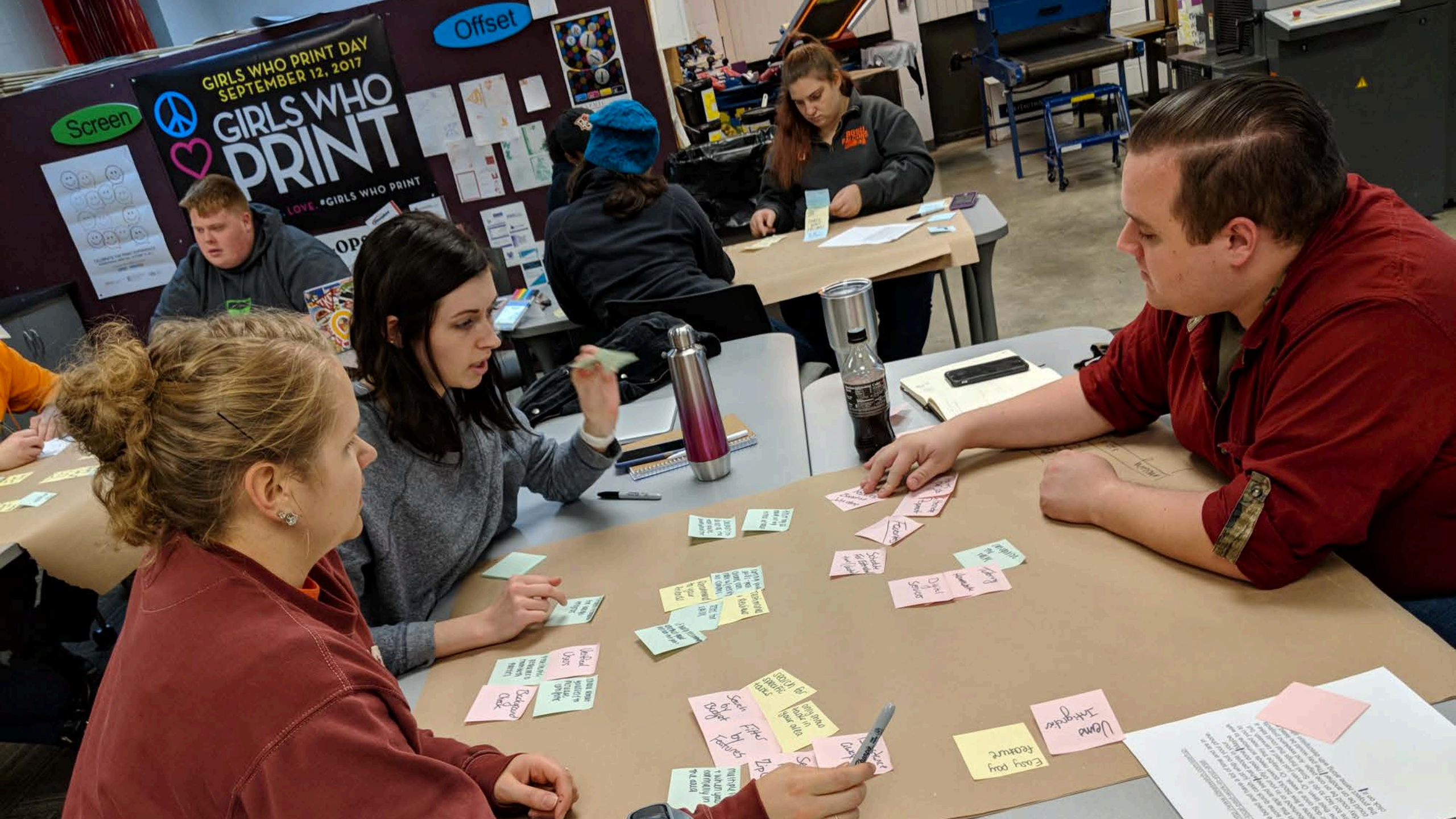
Learn Through Doing

The Work will Teach You

-Estonian Proverb

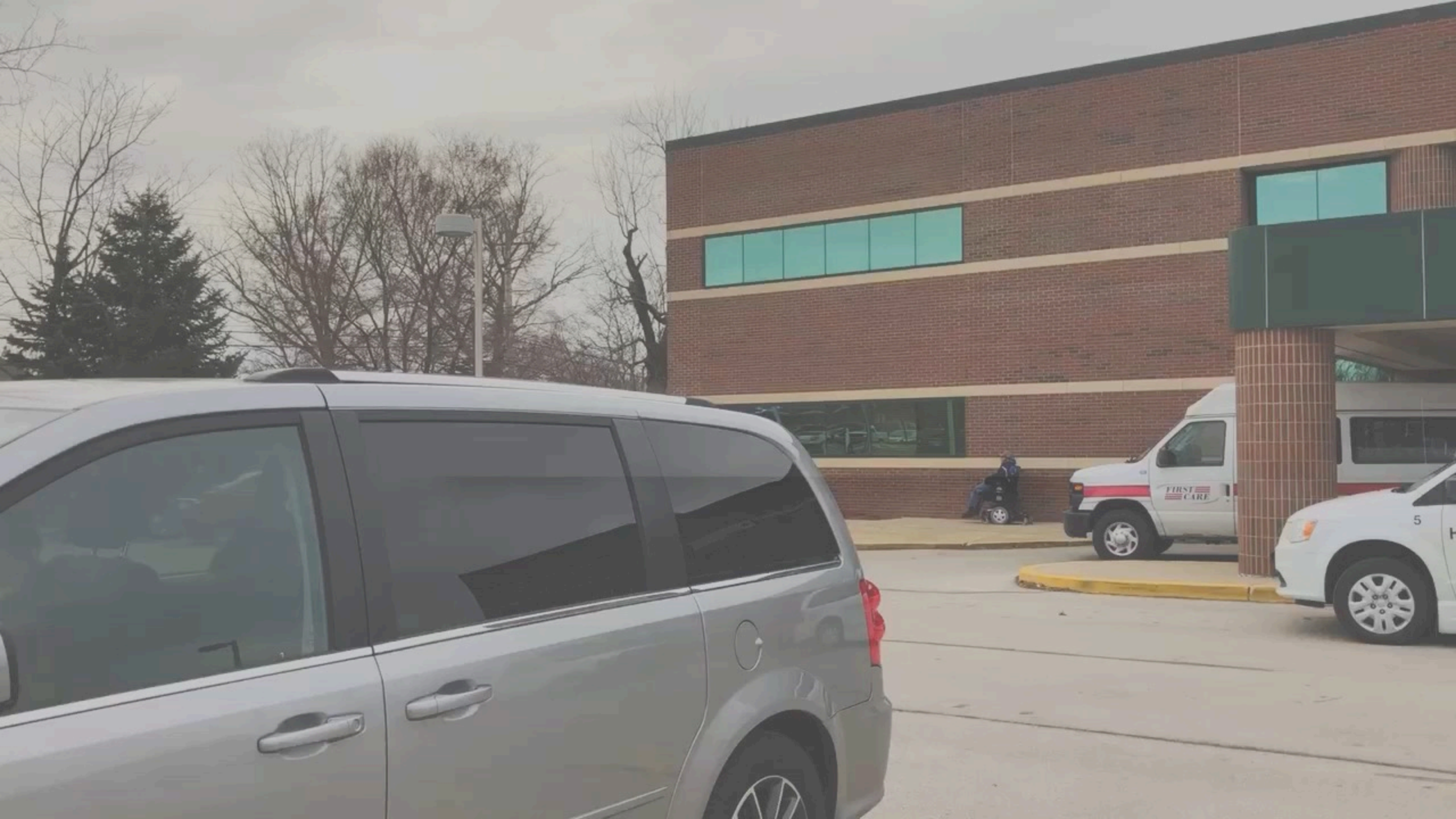


What’s the Difference?


GIRLS WHO PRINT DAY
SEPTEMBER 12, 2017
GIRLS WHO PRINT
Offset
Screen

Let Students figure it out

Example:
Conducting Interviews

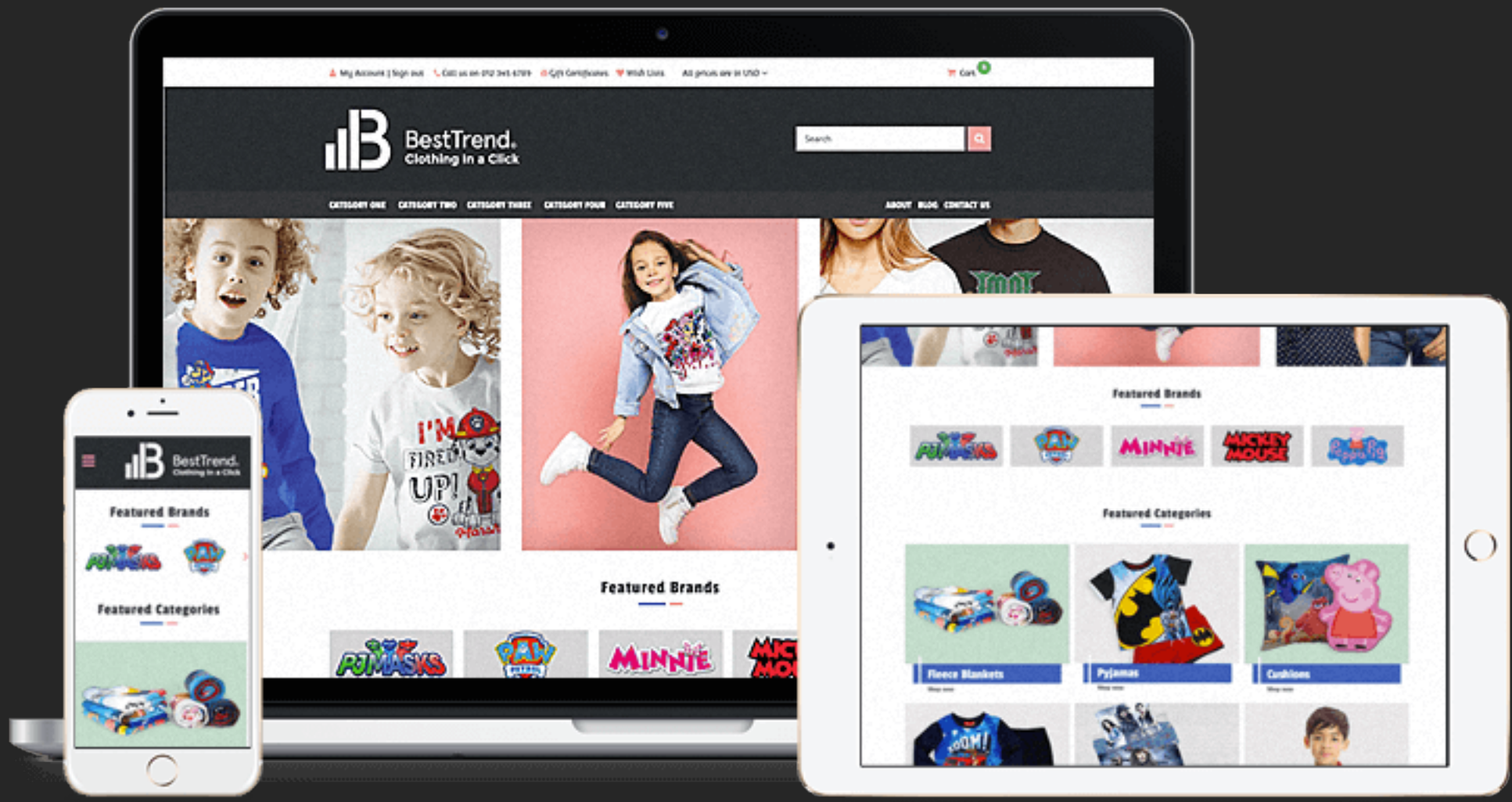

FIRST CARE

Molly Ellerbrock, Katelyn Evans, Shefali Singh
Jerry Schnepp
VCT 4800
30 October 2018

A Guide to Collecting Video/ Interviews

- Make sure you have a smile on your face when approaching people
- Introduce yourself and describe what you are doing and why you are doing it
- Ask them if it alright to video them (don't just start doing it)
- Make them feel comfortable
- Try to make the interview as close to a normal conversation as possible
- Ask open ended questions, not just one word answers
- Ask them to elaborate on their answers
- Take notes so you don't forget anything important
- Don't use a phone for notes, they may think you are texting or not paying attention to them
- Make plenty of eye contact and stay engaged
- Ask permission to record in the place you are, they may have a policy against it
- Keep your interviews short
- Divide the work evenly amongst team members
- If the interviewee is uncomfortable about something, don't force it
- Don't take anything personally when interviewing or if you get rejected
- Have a timeline of how long you are going to spend on each task
- Inform the interviewee about the purpose of the project
- Have some sort of document for them to sign saying it is ok to use them in a video
- Observe peoples body language and facial expressions before approaching them for a better judgement on if they will be willing or not
- Keep a positive attitude throughout the whole project
- Don't ask any questions that could upset the interviewee
- Check the background view and audio before recording
- Know how you are going to manage your assets

Example:
Heuristic Evaluation


BestTrend.
Clothing in a Click
Search
CATEGORY ONE
CATEGORY TWO
CATEGORY THREE
CATEGORY FOUR
CATEGORY FIVE
ABOUT
BLOG
CONTACT US
Featured Brands
Featured Categories
Fleece Blankets
Pyjamas
Cushions

Visibility of System Status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

Match Between System and the Real World

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

User Control and Freedom

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

Consistency and Standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

Error Prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place.

10 Usability Heuristics

for User Interface Design

Recognition Rather than Recall

Make objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

Flexibility and Efficiency of Use

Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

Aesthetic and Minimalist Design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

Help Users Recognize, Diagnose, and Recover from Errors

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

Help and Documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

by Jakob Nielsen

HOW MIGHT WE MAKE A TRIP TO THE LIBRARY A MORE CONVENIENT EXPERIENCE?
PUPPIES
Nap Pods
Pillows + blankets
Massage Chairs
Temp Control in group study rooms

Golden Rules of User Interface

1. All elements of the interface should have a consistent aesthetic, true to the brand and identity.
2. The search function should always be available.
3. A home button should always be visible. Using it takes the user to the home screen.
4. The interaction should be as simple as possible, avoiding any extra steps.
5. Text should be readable, utilizing appropriate typography and contrast.
6. Screen elements should be appropriately sized to support touch interactions and gestures.
7. Apps should allow the user to create an account for specifying preferences. Users should be able to sign in using facebook, google, or email and should have the option to upload a profile picture.
8. App settings should be available by using a gear icon.
9. Graphic icons should be used in place of text whenever possible.
10. The user should be asked for confirmation when making changes.
11. Multitouch gestures should zoom in and out of a photo or other graphics on the screen
12. The app should display visual feedback when information is loading.

Teacher-Centered

Lecturing

Explaining

Clarifying

Showing

Student is a consumer

Explanatory

Learner-Centered

Producing

Confirming

Creating

Synthesizing

Student is a collaborator

Exploratory

Jerry Clyde Schnepp 3/30 12:55 PM

AR/VR Presentation Teams

VCT4800-ARVR

Friday, April 16th, 2021

Societal Implications of AR and VR
- Brielle Somodi
- Eliza Mertz
- Victoria Lower

AR and VR Game mechanics
- Brandon Bahr
- Cooper Summers
- Trinidad Montez
- Charles McPeak

3D modeling and animation for AR and VR
- Brianna Schimpf
- Tessa Haselman
- Brynna Schroeder

Friday, April 23rd, 2021

AR and VR Art
- Julianne Konicek
- Kennedi Gucciardo
- Megan Dufresne

AR and VR Hardware
- Zachary Gackstetter
- Lisa Criscione
- Ruby Linton
- Thomas Montesanto

Equity, Diversity, and Cultural Considerations for AR and VR
- Anna Kubitz
- Shane Powers
- Grace Phillips

See less

Breakout Room Activity

Share Out

Participatory Curriculum Design (Tips and Tricks)

Identify your learning Objectives and course-correct as needed

Experience -- reflection

Insight -- Research

Maintain a consistent classroom environment

Positive Reinforcement and encouragement

Tie up Loose ends after students have done their exploratory work

Balance promoting student creativity and academic rigor

Breakout Room Activity:

Share how you might implement PCD in your classes.

What might be challenging?

If you already do, what works for you?

Discussion

Thank you!

Let’s connect ☺

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