**PROGRAM CHANGES**

WEBER STATE UNIVERSITY

**Submission Date:** November 21, 2013

**Submitter Name:** Laura MacLeod

**College:** College of Applied Science and Technology

**Department**: Network Technology and Business Multimedia

**Program Title:** BS in Business/Multimedia Technologies

Check all that apply:

X New course(s) required for major, minor, emphasis, or concentration. (1)

X Modified course(s) required for major, minor, emphasis, or concentration. (2)

X Credit hour change(s) required for major, minor, emphasis, or concentration. (3)

\_\_\_\_Credit hour change(s) for a course which is required for the major, minor, emphasis, or concentration.

\_\_\_\_Attribute change(s) for any course.

\_\_\_\_Program name change.

X Deletion of required course(s). (4)

\_\_\_\_Program mode of delivery/format change (Graduate Programs ONLY)

X Other changes (specify): courses added to list of electives (5)

**The following changes will be made to this program:**

**New Courses Required for Major (1)**

Add NTM/CS 2335 Introduction to User Experience Design for Web/Mobile

Add NTM/CS 3645 Advanced User Interface Design

**Modified Courses Required for Major (2)**

NTM 2534 Video Editing Techniques moved from AAS to BS

**Courses deleted from Major: (4)**

Two courses deleted from BS and moved to AAS:

MKTG 3010 Marketing Concepts & Practices and   
BSAD 3200 Legal Environment of Business

**Credit hours changes (3)**

BS Business/Multimedia: Changes from 35 hours to 44 hours

NTM 2534 Video Editing Techniques added (3 credits)

NTM 2335 Intro to User Experience Design for Web/Mobile added (3 credits)

NTM 2645 Advanced User Interface Design added (3 credits)

**Courses added to list of electives for the major (5)**

SST 2703 Internet Sales and Service (3 hrs)

CS 1010 CA Introduction to Interactive Entertainment (3 hrs)

CS 1030 Foundations of Computer Science (4 hrs)

CS 2400 Project Management (3 hrs)

CS 2550 Introduction to Database Design and SQL (4 hrs)

COMM 2250 Essentials of Digital Media (3 hrs)

BSAD 3000 Small Business Management (3 hrs)

**JUSTIFICATION:**

**(1) New courses required of BS:** Two new courses, NTM 2335 Introduction to User Experience Design for Web/Mobile and NTM 3645 Advanced Interface Design, are being added to the major to make students more employable. Many of our graduates are attaining jobs that require web design and front-end programming. These positions require user experience, responsive design, and user interface design knowledge.

**(2,4) Modified courses and deleted courses:** The two business support courses, MKTG 3010 and BSAD 3200, are being moved to the AAS Degree and the NTM 2534 Video Editing Techniques is being moved to the BS Degree to keep the associates requirements the same for both the Business Education Composite Teaching and the Business Multimedia Technologies majors. Having a shared AAS for both majors ensures good enrollment numbers in these classes.

**(3) Credit hour changes:** The total degree hours currently is 115-118 hours. The total degree hours reflecting the proposed changes is 121-124 hours. Students currently have to take addition coursework, if necessary, to reach the 120 minimum hours required for a degree. With the proposed changes, the total hours for the degree (121-124) exceeds the minimum graduation requirements.

**(5) Additional electives:** The Business/Multimedia students currently are required to take three support courses: ART 2450 Foundations of Photography, MKTG 3010 Marketing Concepts & Practices, and BSAD 3200 Legal Environment of Business. The latter two courses were moved to the AAS, which left the ART 2450 as the only course in this group. We propose the Support Courses group be changed to Electives, which would include   
ART 2450 plus 7 additional courses. The additional electives will give students the opportunity to gain a stronger business background, learn additional web programming, and gain experience with additional multimedia technology.

**Copy the present program** from the current catalog and add the required changes (exactly as you wish them to appear in the catalog). Use strikeout (~~strikeout~~) when deleting items in the program and highlight (highlight) when adding items. If multiple changes are being proposed, please provide a summary.

|  |  |  |
| --- | --- | --- |
| |  | | --- | | **Business/Multimedia Technologies (BS)** | |  |  * **Program Prerequisite:** Completion or equivalent of a Weber State AAS Degree in Business/Multimedia Technologies. * **Minor:** Not required. * **Grade Requirements:** A grade of “C-” or better in courses required for this major in addition to an overall of 2.50 or higher for all required specific major courses and a minimum cumulative GPA for all courses of 2.00. * **Credit Hour Requirements:** A minimum of 120 credit hours is required for graduation; ~~111 of these are required within the major.~~ A total of 40 upper-division credit hours is required (courses numbered 3000 and above).   **Advisement**  Business/Multimedia Technologies major students should meet with a faculty advisor for course and program advisement. Call Laura MacLeod at 801-626-6822 ([lmacleod@weber.edu](mailto:lmacleod@weber.edu)) or call 801-626-6059 for more information or to schedule an appointment. Advisement may also be obtained in Elizabeth Hall 301.  (Also refer to the [Department Advisor Referral List](http://weber.edu/ssc/academicadvisors.html).)  **Admission Requirements**  Complete the AAS Degree in Business/Multimedia Technologies or equivalent. Declare a program of study (see [Enrollment Services and Information](http://catalog.weber.edu/content.php?catoid=6&navoid=995)) with the department secretary (Elizabeth Hall 301). No special admission or application requirements are needed for this program.  **General Education**  Refer to [Degree and General Education Requirements](http://catalog.weber.edu/content.php?catoid=6&navoid=996) for the Bachelor of Science requirements. ~~The following courses required for the Business/Multimedia Technologies major (taken as part of the AAS) will also be applied to fill general education requirements:~~ [~~COMM 2110~~](http://catalog.weber.edu/preview_program.php?catoid=6&poid=2081&returnto=981#tt3353) ~~and~~ [~~ECON 1010~~](http://catalog.weber.edu/preview_program.php?catoid=6&poid=2081&returnto=981#tt2570)~~.~~ The ECON 1010 course required for the Business/Multimedia Technologies major (taken as part of the AAS) will also be applied to fill general education requirements.  **Major Course Requirements for BS Degree**  *To be taken in addition to the requirements for the AAS Degree in Business/Multimedia Technologies.*  **Specific Major Courses Required (~~26~~ 35 credit hours)**   * NTM 2534 – Video Editing Techniques **Credits: (3)** * NTM 2335 – Introduction to User Experience Design for Web and Mobile **Credits: (3)** * NTM 3090 - Advanced Electronic Presentations **Credits:** **(2)** * NTM 3400 - Training the Trainer **Credits:** **(3)** * NTM 3532 - Web Development **Credits:** **(3)** * NTM 3534 - Advanced Web Animation **Credits:** **(3)** * NTM 3535 - Creating Computer Illustrations **Credits:** **(3)** * NTM 3550 - Supervising Information Technology **Credits:** **(3)** * NTM 3634 - Computer Animation and Motion **Credits:** **(3)** * NTM 3645 – Advanced User Interface Design **Credits: (3)** * NTM 4860 - Business/Multimedia Technologies Internship **Credits:** **(3)** * NTM 4890 - Multimedia Projects and Web Portfolio **Credits:** **(3)** |
| **Support Courses Required (9 credit hours)**   * ~~MKTG 3010 - Marketing Concepts and Practices~~ **~~Credits:~~****~~(3)~~** * ~~BSAD 3200 - Legal Environment of Business~~ **~~Credits:~~****~~(3)~~** * ART 2450 - Foundations of Photography: Color/Digital **Credits:** **(3)** * SST 2703 Internet Sales and Service (3 hrs) * CS 1010 CA Introduction to Interactive Entertainment (3 hrs) * CS 1030 Foundations of Computer Science (4 hrs) * CS 2400 Project Management (3 hrs) * CS 2550 Introduction to Database Design and SQL (4 hrs) * COMM 2250 Essentials of Digital Media (3 hrs) * BSAD 3000 Small Business Management (3 hrs) |
|  |

**Submit the original (and 20 copies) to the Faculty Senate Office, MC 1033,** and an **electronic copy (Word Doc) to** bstockberger @weber.edu

**INFORMATION PAGE**

Did this program change receive unanimous approval within the Department? yes If not, what are the major concerns raised by the opponents?

Explain any effects this program change will have on program requirements or enrollments in other departments including the Bachelor of Integrated Studies Program. In the case of similar offerings or affected programs, **you should include letters from the departments in question stating their support or opposition to the proposed program**.

The proposed changes should not have a significant impact on the enrollments in other departments.

Indicate the number of credit hours for course work within the **current 2013-14 program**. (Do not include credit hours for General Education, Diversity, or other courses unless those courses fulfill requirements within the current program.) \_\_\_\_

AAS: Major: 30 hours, Support Courses 9 hours, Total 39 hours

BS: Major: 26 hours, Support Courses 9 hours, Total 35 hours

Total Hours for Major: 74

Indicate the number of credit hoursfor course work within the **proposed program**. (Do not include credit hours for General Education, Diversity, or other courses unless those courses fulfill requirements within the proposed program.)

AAS: Major 24 hours, Support Courses 12 hours, Total 36 hours

BS: Major 35 hours, Electives 9 hours, Total 44 hours

Total Hours for Major: 80

**Graduate Programs only**: Describe any proposed changes in the instructional mode of delivery or course format that are program-wide in nature or that affect more than one-third of the course taught in the program (e. g. changing from in-class to online instruction). APPROVAL PAGE

for: (Program Title) Date submitted online \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

For new course proposals, excluding Experimental and Variable Title courses, the following must be completed by the Library bibliographer:

\_\_\_\_ The WSU Library has adequate information resources to support this proposal.

\_\_\_\_ Currently, the WSU Library does not have adequate information resources to support this course. However, if this proposal is approved, a Library bibliographer will work closely with departmental faculty to acquire the information resources needed. Funding for the new resources will come from the library’s budget.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ WSU Librarian/Date

**Approval Sequence**:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Department Chair/Date (or BIS Director)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

College Curriculum Committee/Date (Signature not needed on Experimental or Variable Title courses.)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Career and Technical Education Director. (Needed on new or deleted courses required in a 2-year program.)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Dean of College/Date

|  |
| --- |
| Courses required in programs leading to secondary undergraduate teacher certification must be approved by the University Council on Teacher Education before being submitted to the Curriculum Committee.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  University Council on Teacher Education/Date |

|  |
| --- |
| Graduate course proposals must be reviewed by the University Graduate Council before being submitted to the Curriculum Committee.  I have read the proposal and discussed it with the program director.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  University Graduate Council Representative/Date |

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Effective Semester\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

University Curriculum Committee/Date

Passed by Faculty Senate \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date

**New Course Proposal for NTM 2335**

Course Name: Introduction to User Experience Design for Web & Mobile  
Course Prefix:  NTM

Course Number:  2335  
Submission Date: November 8, 2013  
College:  College of Applied Science and Technology  
Department: Network Technology and Business Multimedia  
From Term:  Fall 2014

Substantive – New Course

**New/Revised Course Information:**

Subject: NTM

Course Number: 2335

Course Title: Introduction to User Experience Design for Web & Mobile

Abbreviated Course Title (Limited to 30 characters):  Introduction to UX Design

Course Type: LEL - Regular class with incorporated lab

Credit Hours: 3

Contact Hours:

* + - Lecture: 45
    - Lab
    - Other

Grading Mode: Standard Letter

Repeat Information:  0  
*(Limit=number of times course can be repeated for credit.  Leave at 0 if course cannot be repeated for additional credit).*Prerequisites/Co-requisites (also list these at the end of the course description):

This course is/will be: a required course in a major program

**Course description** (exactly as it will appear in the catalog, including prerequisites):

This course is designed to introduce students to the elements of user experience design for the web and mobile. The following topics will be covered: history of user experience, user centric design, agile development, user interface best practices for web and mobile applications, and analytics. Using current technologies and tools, students will create a basic web or mobile application.

**Justification** for the new course or for changes to an existing course. (Note: Justification should emphasize academic rationale for the change or new course. This is particularly important for courses requesting upper-division status.)

The foundation of this course is based upon an experimental course that has been taught as CS 4830 - The User Experience.

Enrollment, interest, and employer demand has increased over the past two semesters. In an effort to meet that demand NTM 2335 is being created. NTM 2335 will include all topics currently covered in CS 4830. Also, in order to provide students with a strong and solid foundation topics such as analytics, and responsive design will get more attention.

INFORMATION PAGE  
for substantive proposals only

1. Did this course receive unanimous approval within the Department?  Yes

If not, what are the major concerns raised by the opponents?

2. If this is a new course proposal, could you achieve the desired results by revising an existing course within your department or by requiring an existing course in another department? Explain.

No, this course will provide students with a unique introduction to user experience design in the context of mobile, and web applications.

3. If this is a new course proposal, how will the proposed course differ from similar offerings by other departments? Comment on any subject overlap between this course and topics generally taught by other departments, even if no similar courses are currently offered by the other departments. Explain any effects that this proposal will have on program requirements or enrollments in other departments. Please forward letters (email communication is sufficient) from all departments that you have identified above stating their support or opposition to the proposed course.

Some topics are touched upon in other courses however there coverage is not tailored to the design of user experiences for web and mobile applications.

4. Is this course required for certification/accreditation of a program?  No

5. For course proposals, attach a copy of the course syllabus to the form your are submitting to the Faculty Senate office. The syllabus should be sufficiently detailed so that committees can determine that the course is at the appropriate level and matches the description. There should be an indication of the amount and type of outside activity required in the course (projects, research papers, homework, etc.).

Please mail a signed approval page to the Faculty Senate Office, MA 210J, MC 1033.

**New Course Proposal for NTM 3645**

Course Name: Advanced User Interface Design   
Course Prefix:  NTM

Course Number:  3645  
Submission Date: November 18, 2013  
College:  College of Applied Science and Technology  
Department: Network Technology and Business Multimedia  
From Term:  Fall 2014

Substantive - New Course

**New/Revised Course Information:**

Subject: NTM

Course Number: 3645

Course Title: Advanced User Interface Design

Abbreviated Course Title (Limited to 30 characters):  Advanced UI Design

Course Type: LEL - Regular class with incorporated lab

Credit Hours: 3

Contact Hours:

* + - Lecture: 45
    - Lab:
    - Other:

Grading Mode: Standard Letter

Repeat Information:  0  
*(Limit=number of times course can be repeated for credit.  Leave at 0 if course cannot be repeated for additional credit).* Prerequisites/Co-requisites (also list these at the end of the course description):

This course is/will be: a required course in a major program

**Course description** (exactly as it will appear in the catalog, including prerequisites):

Students will learn the elements of user interface design as it applies to front-end web development and software engineering. Students will identify best practices in user interface design. The following topics will be covered: wire-framing, color palettes, typography, information architecture, contrast, uniformity, and responsive design techniques. Using current technologies and tools, students will wireframe, design, and program effective interfaces. Prerequisite: NTM 2335, NTM 2532 or CS 1400, or permission from instructor.

**Justification** for the new course or for changes to an existing course. (Note: Justification should emphasize academic rationale for the change or new course. This is particularly important for courses requesting upper-division status.)

The role of a front-end web developer or software engineer is now multifaceted. Along with being able to program a software application or functional website, students must be able to create a user interface that has a consistent and effective design that will engage users. Programming jobs require the ability to create visually appealing user interfaces. With the knowledge obtained in this course, students will be able to translate wireframes and mockups into code to create compelling user interfaces. With a solid understanding of user interface best practices, students will be better prepared for industry jobs.

INFORMATION PAGE  
for substantive proposals only

1. Did this course receive unanimous approval within the Department?  Yes

If not, what are the major concerns raised by the opponents?

2. If this is a new course proposal, could you achieve the desired results by revising an existing course within your department or by requiring an existing course in another department? Explain.

There is no existing course on campus that provides user interface best practices geared towards software engineers and front-end web developers.

3. If this is a new course proposal, how will the proposed course differ from similar offerings by other departments? Comment on any subject overlap between this course and topics generally taught by other departments, even if no similar courses are currently offered by the other departments. Explain any effects that this proposal will have on program requirements or enrollments in other departments. Please forward letters (email communication is sufficient) from all departments that you have identified above stating their support or opposition to the proposed course.

Typography, color theory, and wire-framing are presently not covered together in a semester-long course. These topics are covered at length and are the sole topic of other courses. However, many of these topics are discussed with an emphasis on their history and origin. These courses have prerequisites making it difficult for NTM/CS students to take. In NTM 3645 –Advanced User Interface, greater focus will be placed on how these principles can be used together to create an effective well-designed user interface of either a software application or website.

4. Is this course required for certification/accreditation of a program?  No

5. For course proposals, attach a copy of the course syllabus to the form your are submitting to the Faculty Senate office. The syllabus should be sufficiently detailed so that committees can determine that the course is at the appropriate level and matches the description. There should be an indication of the amount and type of outside activity required in the course (projects, research papers, homework, etc.).

Please mail a signed approval page to the Faculty Senate Office, MA 210J, MC 1033.

**Syllabus for NTM 2335  
Introduction to User Experience Design for Web & Mobile**

**Course Description**

This course is designed to introduce students to the elements of user experience design for the web and mobile applications. The following topics will be covered: history of user experience, user-centric design, agile development, user interface best practices for web and mobile applications, and analytics. Using current technologies and tools, students will create a basic web or mobile application.

**Contact Information**

Email: thomasbell@weber.edu  
Canvas Email: Click on Inbox  
Phone: 801-626-729  
Office: EH 372  
Office Hours: Monday 3:00-5:00pm, Wednesday 1:00-3:00pm, Friday 1:00-3:00pm

**Course Outcomes**

At the conclusion of this course students will be able to do the following:

* Understand the history of user experience design
* Understand the finer points of Everyday Engineering
* Apply User centric design
* Create a storyboard, wireframe of a web or mobile application
* Apply Agile Development
* Make a website or mobile application accessible
* Implement Analytics

**Tools**

Adobe Photoshop

Source Code Editor

**Schedule**

Week 1

* Everyday Engineering. Finding and pondering the intersection of technology and human activity in everyday events and locations. A stroll. Pictures. Videos.
* History of CHI, HCI, User Experience, Interaction Design. From the first tool makers through cybernetics to mult-model design: voice, touch, haptics, Gaze, ubiquity, embedded systems.
* Realizing the Interdisciplinary. The links between Ecology, Anthropology, Sociology, Psychology, Physiology, Anthropometrics, Economics.

Week 2

* Understanding Sight, Voice, Touch
* Understanding Nature – bodily context; Accessibility
* Understanding Nurture – socio-economic context

Week 3

* Current practices in user centric design. Approaches by IDEO and others: Linking Constraints, Evaluation, Prototyping, Visualization, Selection, Uncertainty, Envisioning, Ideation, Framing, Synthesis. (connect to week 10)
* Beginnings: Storyboarding, personas, idea rockets, concept and behavior maps
* Continuing: linking beginnings to prototyping, wireframes, etc.

Week 4

* Software Engineering Tools in Agile Development: use case, etc.
* Completing the Circle: Evaluation: qualitative
* Completing the Circle: Evaluation from the business perspective (connect to week 11)

Week 5

* Getting Busy, Tools for communication, Photoshop, etc.
* Photoshop, etc.
* Photoshop, etc.

Week 6

* Still Getting Busy, Tools for show and more, Photoshop
* Photoshop, etc.
* Photoshop, etc.

Week 7

* Going Deeper: Building while under the hood. HTML and CSS
* HTML and CSS
* HTML and CSS

Week 8

* Still Going Deeper: Building while under the hood. HTML and CSS
* HTML and CSS
* HTML and CSS

Week 9

* Going Mobile. HTML and CSS for responsive design
* HTML and CSS for responsive design
* HTML and CSS for responsive design

Week 10

* Back through the cycle: Requirements Gathering
* Requirements Gathering, talking and selling to customers
* Reporting

Week 11

* Some of the Business End: Analytics
* Search Engine Optimization
* Revenue Generation

Week 12

* Asthetics/Communication: Rhetoric and Text and Typography and symmetry
* Asthetics/Communication: Rhetoric and Text and Typography and symmetry
* Asthetics/Communication: Rhetoric and Text and Typography and symmetry

Week 13

* Web Best Practices. Exercises in critique
* Web Best Practices. Travel through the way back machine
* Synthesis: preparing for the final project

Week 14

* Final Project
* Final Project
* Final Project

Week 15

* Final Project and Presentations
* Final Project and Presentations
* Final Project and Presentations

Week 16

* Final Project and Presentations
* Final Project and Presentations
* Final Project and Presentations

**Assignments**

Below you will find all of the assignments for the course and you will find the weights to the right of each assignment.

1) Research: History of UX Design (100 pts)

2) Justify: User-centric Design (100 pts)

3) Evaluate: analytics (100 pts)

4) Critique: best practices (100 pts)

5) Create: Storyboard for site/app (100 pts)

6) Create: Wireframe for site/app (100 pts)

7) Create: Site Map for site/app (100 pts)

8) Create: Requirement Document for site/app (100 pts)

9) Evaluate: Site/app accessible (100 pts)

**Final Project**

Create a fully functional website or mobile app. (500 pts)

**Grade Scheme**

|  |  |  |  |
| --- | --- | --- | --- |
| 100 - 95 | A | 76 - 73 | C |
| 94 - 90 | A- | 72 - 70 | C- |
| 89 - 87 | B+ | 69 - 67 | D+ |
| 86 - 83 | B | 66 - 63 | D |
| 82 - 80 | B- | 62 - 60 | D- |
| 79 - 77 | C+ | 59 - 0 | E+ |

**Extra Credit**

I will occasionally give extra credit, but it will most often replace portions of an assignment. Please don't ask for extra credit.

**Late Work**

You will be able to submit one assignment, as late for full credit and after that all late assignments will be given half credit.

**Time Commitment**

As a general rule you should spend at least twice as much time outside of class as in class.

**Tips for Success**

One cannot learn all of the material by just reading the text. Practice is critical when learning new software and programming languages. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept please come see my during office hours. The number one thing you can do is ask questions when you don't understand something.

**Technical Support**

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

**Accommodations for students with disabilities**

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary.

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or departments.weber.edu/ssd

**Ethical Conduct**

Any form of academic dishonesty (cheating, plagiarism, etc.) will not be tolerated. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating as stated in the student code.

1. Cheating, which includes but is not limited to:
   1. Copying from another student's test;
   2. Using materials during a test not authorized by the person giving the test;
   3. Collaborating with any other person during a test without authorization;
   4. Knowingly obtaining, using, buying, selling, transporting, or soliciting in   
      whole or in part the contents of any test without authorization of the appropriate University official
   5. Bribing any other person to obtain any test;
   6. Soliciting or receiving unauthorized information about any test;
   7. Substituting for another student or permitting any other person to substitute for oneself to take a test.
2. Plagiarism, which is the unacknowledged (uncited) use of any other person’s or group’s ideas or work. This includes purchased or borrowed papers;
3. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
4. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
5. Giving, selling, or receiving unauthorized course or test information;
6. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
7. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

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**Syllabus for** **NTM 3645   
Advanced User Interface Design**

**Course Description**

This course is designed to teach students the elements of user interface design as it applies to front-end web development and software engineering. The following topics will be covered: wire-framing, color palettes, typography, information architecture, contrast, uniformity, and responsive design techniques. Using current technologies and tools students will wireframe, design, and program effective interfaces. Prerequisite: NTM 2335, NTM 2532 or CS 1400, or permission from instructor.

**Contact Information**

Email: thomasbell@weber.edu  
Canvas Email: Click on Inbox  
Phone: 801-626-729  
Office: EH 372  
Office Hours: Monday 3:00-5:00pm, Wednesday 1:00-3:00pm, Friday 1:00-3:00pm

**Course Outcomes**

At the conclusion of this course students will be able to do the following:

* Identify best practices in user interface design
* Use Typography, color palettes, contrast and uniformity to create compelling User Interfaces
* Wireframe effectively in Illustrator
* Create Design Comps
* Create Style Guides
* Analyze the difference between Internal vs. External Consistency
* Apply grid layouts
* Architect effective interfaces, navigation, and information

**Textbook**

The Elements of User Experience: User-Centered Design for the Web and Beyond  
By: Jesse James Garrett  
Publisher: New Riders  
Pub. Date: December 26, 2010  
Print ISBN-13: 978-0321683687

UI Design with Adobe® Illustrator®  
By: Rick Moore  
Publisher: Adobe Press  
Pub. Date: July 30, 2012  
Print ISBN-13: 978-0-321-83385-3

**Tools**

Adobe Illustrator CC

**Assignments**

Below you will find all of the assignments for the course and you will find the weights to the right of each assignment.

Below you will find all of the assignments for the course and you will find the weights to the right of each assignment.

Project 01 – The Strategy Plane- 150pts at 12%

Audience Analysis

Project 02 – The Scope Plane - 150pts at 12%

Requirements Document

Project 03 – The Structure Plane- 150pts at 12%

Use Case

Project 04 – The Skeleton Plane - 150pts at 12%

Wireframe

Project 05 – The Surface Plane - 150pts at 12%

Form and Navigation Prototype

**Final Project**

The final project will be worth 40% of your grade and is worth 300pts. It will encompass components from all of the assignments. For the final project you will design, wireframe, and program a fully functional website or software application.

|  |  |
| --- | --- |
| Week 1 | Orientation to the course |
| Week 2 | Strategy Plane:  User Needs: user segmentation (demographics, psychographics), usability and user research, creating personas, team roles and processes, strategy document. |
| Week 3 | Strategy Plane:  Product Objectives: business goals, brand identity, success metrics |
| Week 4 | Scope Plane: Functional Specifications, Content Requirements  Preparing a Requirements Document: writing techniques, content requirements |
| Week 5 | Structure Plane  Interaction Design, Conceptual Models, Error Handling  Information Architecture: Structuring Content, Architectural Approaches (Matrix, Organic, Sequential) Team Roles |
| Week 6 | Skeleton Plane: Interface Design, Navigation, and Information Design |
| Week 7 | Illustrator UI Tools (guides, page grids, alignment tools, draw shapes for structural divisions) |
| Week 8 | Navigation: Site Map, Index  Information Design: Wayfinding, Wireframes  Interface Elements: checkboxes, radio buttons, text fields, dropdown lists, list boxes, action buttons  Illustrator: Create a search box, creating a photo frame, creating graphic styles for buttons, creating a symbol |
| Week 9 | Surface Plane: Sensory Experience (smell, taste, touch, hearing, vision, Eyetracking |
| Week 10 | Grid-based layout, proximity, alignment, uniformity (repetition), consistency |
| Week 11 | Contrast, Create a focal point, Color Palettes |
| Week 12 | Typography, Design Comps, and Style Guides |
| Week 13 | Responsive Design |
| Week 14 | Final Project |
| Week 15 | Final Project |

**Grade Scheme**

|  |  |  |  |
| --- | --- | --- | --- |
| 100 - 95 | A | 76 - 73 | C |
| 94 - 90 | A- | 72 - 70 | C- |
| 89 - 87 | B+ | 69 - 67 | D+ |
| 86 - 83 | B | 66 - 63 | D |
| 82 - 80 | B- | 62 - 60 | D- |
| 79 - 77 | C+ | 59 - 0 | E |

**Extra Credit**

I will occasionally give extra credit. It will most often replace portions of an assignment. Please don't ask for extra credit.

**Late Work**

You will be able to submit one assignment, as late for full credit and after that all late assignments will be given half credit.

**Time Commitment**

As a general rule you should spend at least twice as much time outside of class as in class.

**Tips for Success**

One cannot learn all of the material by just reading the text. Practice is critical when learning new software and programming languages. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept please come see my during office hours. The number one thing you can do is ask questions when you don't understand something.

**Technical Support**

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

**Accommodations for students with disabilities**

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary.

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or departments.weber.edu/ssd

**Ethical Conduct**

Any form of academic dishonesty (cheating, plagiarism, etc.) will not be tolerated. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating as stated in the student code.



1. Cheating, which includes but is not limited to:
   1. Copying from another student's test;
   2. Using materials during a test not authorized by the person giving the test;
   3. Collaborating with any other person during a test without authorization;
   4. Knowingly obtaining, using, buying, selling, transporting, or soliciting in   
      whole or in part the contents of any test without authorization of the appropriate University official
   5. Bribing any other person to obtain any test;
   6. Soliciting or receiving unauthorized information about any test;
   7. Substituting for another student or permitting any other person to substitute for oneself to take a test.
2. Plagiarism, which is the unacknowledged (uncited) use of any other person’s or group’s ideas or work. This includes purchased or borrowed papers;
3. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
4. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
5. Giving, selling, or receiving unauthorized course or test information;
6. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
7. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

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