**CS 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

1. Everyday Engineering. Finding and pondering the intersection of technology and human activity in everyday events and locations. A stroll. Pictures. Videos.
2. 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.
3. Realizing the Interdisciplinary. The links between Ecology, Anthropology, Sociology, Psychology, Physiology, Anthropometrics, Economics.

Week 2

1. Understanding Sight, Voice, Touch
2. Understanding Nature – bodily context; Accessibility
3. Understanding Nurture – socio-economic context

Week 3

1. 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)
2. Beginnings: Storyboarding, personas, idea rockets, concept and behavior maps
3. Continuing: linking beginnings to prototyping, wireframes, etc.

Week 4

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

Week 5

1. Getting Busy, Tools for communication, Photoshop, etc.
2. Photoshop, etc.
3. Photoshop, etc.

Week 6

1. Still Getting Busy, Tools for show and more, Photoshop
2. Photoshop, etc.
3. Photoshop, etc.

Week 7

1. Going Deeper: Building while under the hood. HTML and CSS
2. HTML and CSS
3. HTML and CSS

Week 8

1. Still Going Deeper: Building while under the hood. HTML and CSS
2. HTML and CSS
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Week 9

1. Going Mobile. HTML and CSS for responsive design
2. HTML and CSS for responsive design
3. HTML and CSS for responsive design

Week 10

1. Back through the cycle: Requirements Gathering
2. Requirements Gathering, talking and selling to customers
3. Reporting

Week 11

1. Some of the Business End: Analytics
2. Search Engine Optimization
3. Revenue Generation

Week 12

1. Asthetics/Communication: Rhetoric and Text and Typography and symmetry
2. Asthetics/Communication: Rhetoric and Text and Typography and symmetry
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Week 13

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

Week 14

1. Final Project
2. Final Project
3. Final Project

Week 15

1. Final Project and Presentations
2. Final Project and Presentations
3. Final Project and Presentations

Week 16

1. Final Project and Presentations
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**Assignments**

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

Research: History of UX Design (100 pts)

Justify: User-centric Design (100 pts)

Evaluate: analytics (100 pts)

Critique: best practices (100 pts)

Create: Storyboard for site/app (100 pts)

Create: Wireframe for site/app (100 pts)

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

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

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**

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**Late Work**

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**Time Commitment**

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**Tips for Success**

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**Ethical Conduct**

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	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 2335
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	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.
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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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