**CS 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.

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.

**Weekly Schedule**

|  |  |
| --- | --- |
| 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 RequirementsPreparing a Requirements Document: writing techniques, content requirements |
| Week 5 | Structure Plane Interaction Design, Conceptual Models, Error HandlingInformation 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, IndexInformation Design: Wayfinding, WireframesInterface Elements: checkboxes, radio buttons, text fields, dropdown lists, list boxes, action buttonsIllustrator: 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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