

ARTG 4336

# Graphic Design 8: Interactive - UX/UI

CRN: 25138 | SPRING 2024

Professor:

**Mitsu Overstreet**

[moverstreet@utep.edu](mailto:moverstreet@utep.edu)

Office hours:

**By Appointment**

Office room:

**FOXA 461**

Course meeting location:

**Fox Fine Arts Center - Art A349A**

Course meeting times:

**Tuesday & Thursday**

**4:30pm - 7:20pm**

## **COURSE DESCRIPTION**

UX/UI designers focus on the interaction that people have with products, like websites, apps, and physical objects. They make those everyday interactions useful, enjoyable, and accessible. During this course, students learn about the design process, including research, ideation, and forming a design problem into wireframes, prototypes, and usability testing. The class structure is a mix of lectures, design activities, presentations, and critiques of student work by peers and the instructor. Students will learn UI/UX skills that are in demand and will make them job-ready within a semester.

## **COURSE OBJECTIVES**

Students will develop the necessary skills to analyze case studies, communicate and discuss design principles and guidelines related to interactive design, and practice design thinking as applied to digital products. Furthermore, this course will enhance their ability to find design problems, think creatively, plan ahead and manage their time. Through a series of lectures, discussions, in-class design practice and assignments, students will explore the role of UI/UX designers. Following the spirit of design thinking, they will spend part of the class time designing, critiquing, and sharing feedback. In this course, they'll complete two projects that they'll be able to include in their portfolio.

## **STUDENT LEARNING OUTCOMES:**

On the successful completion of this course, students will be able to:

1. Explain basic concepts, techniques, and knowledge of interaction design.
2. Critically discuss common methods in the UI/UX process.
3. Use visual thinking and communication techniques to develop design concepts.
4. Create personas, user stories, and user journey maps to understand user needs.
5. Explore current tools and trends in UI/UX design.
6. Develop critiquing skills to analyze interaction design artifacts and products.

7. Identify the factors that contribute to great user experience design.
8. Formulate necessary components for presenting UX design project.
9. Develop digital wireframes and Design a low and high fidelity prototype in Figma
10. Start designing a website + mobile app, to include in a professional UX portfolio.

## **EVALUATION**

Your final grades will be posted on Blackboard and will be determined by the following:

- 15% Attendance & Participation
- 55% Weekly Assignments
- 30% Final project

### **You will be evaluated on:**

The level at which you meet or exceed class expectations. The level of care and research you demonstrate regarding your design process—this could include sketches, exploration of different approaches, your response to and use of constructive criticism, etc. Your ability to communicate your ideas and projects in a clear, professional manner. Your demonstrated understanding of user interface and user experience design principles. How prepared you are for class (including meeting deadlines). The quality of your participation in class discussions, presentations and critiques.

## **GRADING SCALE**

Grade Distribution:

<b>A</b>	100-90%	Outstanding work and is reflective of works and performance of exceptional ability and absolute quality.
<b>B</b>	89-80%	Above average performance, going beyond expectations.
<b>C</b>	79-80%	Average and adequate work that fulfills requirements and expectations.
<b>D</b>	69-80%	Less than average performance and is considered underachieved.
<b>F</b>	59% - below	Unsatisfactory performance. The student will receive no credit. (Fail)

Graphic Design 8: Interactive is a grade-based course and is not available for audit, pass/fail or satisfactory/un-satisfactory (S/U) options.

## COURSE TOPICS BY WEEK

\*\*Weekly topics subject to change based on course progression.

<b>Week 1</b>	Interaction design?!
<b>Week 2</b>	Understanding Usability Principles+ Design Patterns
<b>Week 3</b>	Design Tools, Wireframing
<b>Week 4</b>	Emotional Design
<b>Week 5</b>	Color & Typography
<b>Week 6</b>	Cognitive Load & Page Layout
<b>Week 7</b>	Affinity Mapping+ Problem Statement
<b>Week 8</b>	UX Research Processes
<b>Week 9</b>	High-fidelity prototype in Figma
<b>Week 10</b>	CRUD & Microinteractions in UI
<b>Week 11</b>	Usability Testing
<b>Week 12</b>	UX Presentation
<b>Week 13</b>	Critique & Studio
<b>Week 14</b>	Review + Potential Guest Speaker
<b>Week 15</b>	Final Project Presentation

## RESOURCES

### Books

There is no textbook for this course, however there will be a number of readings assigned throughout the course, and here are some recommended books, videos and articles:

- *Design of Everyday Things*
- *Change by design*
- *Well-Designed: How to Use Empathy to Create Products People Love*
- *Listen like you mean it: Reclaiming the Lost Art of True Connection Solving Problems with Design Thinking: Ten Stories of What Works*
- *Problem Finding, Problem Solving, and Creativity Are Your Lights On?: How to Figure Out What the Problem Really Is Universal principles of design*
- *Ruined by Design: How Designers Destroyed the World, and What We Can Do to Fix It Mismatch: How Inclusion Shapes Design (Simplicity: Design, Technology, Business, Life)*
- *Prototyping for Designers: Developing the Best Digital and Physical Products*
- *Rocket Surgery Made Easy: The Do-It-Yourself Guide to Finding and Fixing Usability Problems*

## **Movies and documentaries (more generic on creativity and other design disciplines)**

- *The Social Dillema*
- *Sign painters*
- *Abstract, the art of design*
- *The creative brain*
- *PressPausePlay*
- *Obiectified*
- *Design disruptors*
- *Design & Thinking*
- *Design the new business*
- *The loop*

## **Articles**

1. The Ultimate Guide to Understanding UX Roles and Which One You Should Go For
2. Design Patterns: When Breaking The Rules Is OK
3. Why a cookie-cutter design system won't work for your organization
4. Overcoming Material Design
5. The Case Against Using Bootstrap To Design Websites
6. Design for Emotion to Increase User Engagement
7. A Five-Minute Guide to Better Typography
8. Five Sneaky Typography Errors to Avoid
9. 5 online typography exercises to improve your skills
10. A Guide to Combining Fonts
11. Typography 2020: A Special Listicle for America
12. Who was Garamond, anyway? The history behind 5 classic typefaces
13. Affinity Diagrams: Tips and Tricks
14. Design Thinking Methods: Affinity Diagrams
15. On Surveys
16. Paper Prototyping: The 10-Minute Practical Guide
17. 8 Creating Usability with Motion: The UX in Motion Manifesto
18. How to Get Users Hooked on Your Interfaces
19. Never Show A Design You Haven't Tested On Users
20. How to Write a Usability Report People Will Actually Read

## **WEEKLY ASSIGNMENTS**

### **Assignments**

We have assignments every week. Please post all homework assignments to their section on Blackboard. Each student is expected to engage in class discussions when projects are assigned. This counts towards your class participation grade. The reading comments should reflect points you found particularly interesting--for instance because you found them provocative, you disagree with them, you think they relate to your own project in an interesting way, etc.

**Late Work Policy**

There'll be a penalty for each day the work is late.

**Incomplete Grade Policy**

Incomplete grades may be requested only in exceptional circumstances after you have completed at least half of the course requirements. Talk to me immediately if you believe an incomplete is warranted. If granted, we will establish a contract of work to be completed within deadlines.

**Attendance**

Students are expected to participate in class sessions as they are able. Think of this class as part of our professional path and keep in mind that we would not fail to report to work without giving appropriate notice. Students are responsible for finding out what they missed in a class by referring to the syllabus. Group activities and class participation grades both rely on attendance. We will do individual and group activities in class each week.

Missing a significant number of classes, or class disruptions will result in a deduction from the course grade.

Students must be on time for class, each student is permitted 3 absences during the semester without penalty.

On your fourth absence, your final course grade will be lowered by one full letter grade, meaning if you had an A, the highest grade you can receive is a B. Your sixth absence will result in a failing course. There are no exceptions to this policy. The only excused absences- illness, death in the immediate family, or participation in UTEP-organized mandatory activities- must be accompanied by a note from the UTEP Student Health Center, another health care provider, or UTEP faculty/coach

**Technology requirements**

Course material is delivered via the Internet through the Blackboard learning management system. Ensure your UTEP e-mail account is working and that you have access to the Web and a stable web browser. When having technical difficulties, update your browser, clear your cache, or try switching to another browser. If we are obligated to lock down again due to COVID, the course content will be delivered for the most part via the Internet through email, Zoom and Blackboard.

You will need to have access to a computer/laptop. Check that your computer hardware and software are up-to-date and able to access all parts of the course. You also need to

have access to Image creation software such as Adobe Creative Suite (Photoshop / Illustrator) and digital layout/prototyping software such as Figma.

IMPORTANT: If you encounter technical difficulties beyond your scope of troubleshooting, please contact the UTEP Help Desk as they are trained specifically in assisting with technological needs of students. Please do not contact me for this type of assistance. The Help Desk is much better equipped than I am to assist you!

Email: [helpdesk@utep.edu](mailto:helpdesk@utep.edu)

### **COVID~19 PRECAUTIONS**

You are encouraged to wear a face covering at all times while on campus, especially indoors and during class.

Masks should fit securely over the mouth and nose. You are also encouraged to wash your hands frequently, or use a hand sanitizer. Hand sanitizer stations are available throughout Fox Fine Arts, and sanitizer is always available in the Graphic Design Lab lobby. When using the computer lab, wipe down the keyboard before and after use. Cleaning materials will be available in the lab. Do not come to class if you are sick. Seek medical attention and stay home. This policy applies to any contagious illness including COVID and seasonal flu. Be aware that Information missed during an absence is the sole responsibility of the student. It is the student's responsibility to stay current with missed work and assignments, and to stay in contact with the instructor regarding health status, recovery, and anticipated return to class. Use your UTEP email account to stay in contact. THE UTEP PROVOST OFFICE HAS ALSO PROVIDED THE FOLLOWING COVID-19 PRECAUTION STATEMENT: Please stay home if you have been diagnosed with COVID-19 or are experiencing COVID-19 symptoms.

If you are feeling unwell, please let me know as soon as possible, so that we can work on appropriate accommodations. If you have tested positive for COVID-19, you are encouraged to report your results to [covidaction@utep.edu](mailto:covidaction@utep.edu), so that the Dean of Students Office can provide you with support and help with communication with your professors. The Student Health Center is equipped to provide COVID-19 testing. The Center for Disease Control and Prevention recommends that people in areas of substantial or high COVID-19 transmission wear face masks when indoors in groups of people. The best way that Miners can take care of Miners is to get the vaccine. If you still need the vaccine, it is widely available in the El Paso area, and will be available at no charge on campus during the first week of classes.

## ACADEMIC CALENDAR - FALL 2023

Oct 23	Spring Registration Begins
Jan 4	Last Day to Clear Students on Suspension/Probation as well as those with Insufficient Prerequisites
Jan 5	Drops for Students with Unsatisfactory Academic Standing, Insufficient Prerequisites, and Prior Grades of C in the Course
Jan 8	Financial Aid is Disbursed
Jan 15	Dr. Martin Luther King, Jr. Holiday – University Closed
Jan 16	Spring classes begin
Jan 16-19	Late Registration (Fees are incurred)
Jan 31	Spring Census Day <i>Note: This is the last day to register for classes. Payments are due by 5:00 pm.</i>
Feb 12	20th Class Day <i>Note: Students who were given a payment deadline extension will be dropped at 5:00 pm if payment arrangements have not been made.</i>
Feb 16	Graduation application deadline for degree conferral
Mar 11-15	Spring Break
Mar 20	Freshman midterm grades are due
Mar 28	Spring Drop/Withdrawal Deadline <i>Note: Student-initiated drops are permitted after this date, but the student is not guaranteed a grade of W. The faculty member of record will issue a grade of either W or F.</i>
Mar 29	Cesar Chavez Holiday - No classes; Spring Study Day
Apr 12	Deadline to submit candidates' names for commencement program
May 2	Spring – Last day of classes
May 3	Dead day
May 6-10	Spring Final Exams
May 11-12	Spring Commencement
May 15	Grades are Due
May 16	Grades are posted to student records; students are notified of grades and academic standing

## ACCOMMODATIONS POLICY

The University is committed to providing reasonable accommodations and auxiliary services to students, staff, faculty, job applicants for admissions, and other beneficiaries of University programs, services and activities with documented disabilities in order to provide them with equal opportunities to participate in programs, services, and activities in compliance with sections 503 and 504 of the Rehabilitation Act of 1973, as amended, and the Americans with Disabilities Act (ADA) of 1990 and the Americans with Disabilities Act Amendments Act (ADAAA) of 2008. Reasonable accommodations will be made unless

it is determined that doing so would cause undue hardship on the University. Students requesting an accommodation based on a disability must register with the UTEP Center for Accommodations and Support Services (CASS). Contact the Center for Accommodations and Support Services at 915-747-5148, or email them at [cass@utep.edu](mailto:cass@utep.edu), or apply for accommodations online via the CASS portal: <https://www.utep.edu/student-affairs/cass/>

## **ACADEMIC CONDUCT**

While there is a very small place in the industry for the use of stock photography, imagery and code, as a designer you are hired on your ability to create visual content, not use content created by others. There aren't any legitimate design jobs for designers who use the work of others either claiming it as their own or using it because you don't want to create your own. If all designers had to do was buy or steal the work from others, why would anybody need a designer? In this class, this means that all imagery used during the semester must be your own or supplied by me. If I suspect that you have copied the work of others, I will ask to see your original sketches and digital files. If you find work that is listed as creative commons, technically you are free to use it if you cite the original author, but again, you are designers and you are the content generators. There are tons of repositories and tutorials out there available to you. However, you should never simply cut and paste the code, image, slogan, illustration and etc and say it's your design. Plagiarism and cheating of any kind in the course of academic work will not be tolerated. Academic honesty includes accurate use of quotations, as well as appropriate and explicit citation of sources (including all images). These standards of academic honesty and citation of sources apply to all forms of academic work (written, visual, and presentation). Compromising your academic integrity may lead to serious consequences, including (but not limited to) one or more of the following: failure of the assignment, failure of the course, academic warning, disciplinary probation, suspension, or dismissal from the university.

Students must receive prior permission from instructors to submit the same or substantially overlapping material for two different assignments (including from different courses). Submission of the same work for two assignments without the prior permission of instructors is plagiarism.

View the full code of academic conduct at <http://www.utep.edu/dos/acadintg.htm>

Credits:

Course Design: Alireza Vaziri - <http://alirezavaziri.ir/>

*\*Note: This syllabus is subject to changes in content and dates during the quarter. Any changes will be posted under Announcements on Blackboard. You are responsible for maintaining communication accessibility through email and Blackboard.*