Interactive Arts Media II Syllabus

Course: ACCAD 5141 ACCAD 5141-10 LEC (25499) / ACCAD 5141-10 LEC (25500)

Time: Monday/Wednesday 5:30pm - 6:50pm

Location: Sullivant Hall 0349A

Instructor: Jeremy Patterson

Email: patterson.680@osu.edu

Office Hours: 7:00pm - 8:00pm Monday, or by appointment

Course Website: http://accad.osu.edu/~jpatters/5141/

Syllabus [pdf]: Interactive Arts Media II Syllabus

Calendar: http://accad.osu.edu/~jpatters/5141/calendar.php

Projects: http://accad.osu.edu/~jpatters/5141/assignments.php

Required Materials

An active Safari O'Reilly (http://safari.oreilly.com/) Basic account with at least ten bookshelf slots.

An active account with Flinto. Accounts cost $20.00 per month, with this first month being free. Students will be required to maintain an active account with Flinto for a minimum of as 3 month duration for the course.

Students with access may choose to use Adobe Experience Design in lieu of Flinto. Adobe Experience Design will not be officially supported on the systems provided at ACCAD.

Prerequisites

Completion of Arts College 5140 and graduate student standing.

Description

Advanced study in the application of interactive media for the web; production of websites for selected audiences.

Overview

In this course students will learn the processes of concept development for an interactive mobile application. Students will be tasked with foundational work and projects that are derived from the most common development strategies used in the industry. Students will gain exposure to the methods involved in designing and crafting a user interface that is both usable in a utilitarian sense but also provides a cohesive, subjectively satisfying experience that in turn motivates the user to repeatedly utilize the application. Students will begin by creating user personas for the application's perceived target demographic, followed by brainstorming exercises to derive potential experience themes, then concluding with two tiers of wireframes to plan the interface and experience. Students will then create an interactive prototype using their wireframes, and initiate a user test with subjects using the interactive prototype. The tests will culminate in a usability assessment report for the proposed application.

Students will be challenged in this course to combine logical thinking along with design intuition to design user experiences with are simultaneously intuitive and satisfying to the user. The goal is to create a humanized interface to the rigid machine that is a computing device.

Students will learn technical skills surrounding the software required for usability and user experience design and testing. Students will gain skills required to create wireframes which convey user interface design intent as well as conceived workflow. Wireframes will then be utilized to create click-through prototypes using software geared toward this task.

The Interactive Arts Media II course recognizes students from diverse academic backgrounds and experience. Interactive media is a broad medium, and is utilized in varying ways for various means. In this course, students are taught raw techniques, and are encouraged to adapt and tailor their assignments in a manner that applies to their specific educational background and area of interest.

Course Projects

- Assignment 1: 10% of final grade
- Assignment 2: 10% of final grade
- Assignment 3: 15% of final grade
- Assignment 4: 15% of final grade
- Assignment 5: 20% of final grade
- Assignment 6: 30% of final grade

Grading Scale

- A = 100% - 94%
- A- = 93% - 91%
- B+ = 90% - 89%
- B = 88% - 83%
- B- = 82% - 80%
- C+ = 79% - 78%
- C = 77% - 73%
- C- = 72% - 71%
- D+ = 70% - 69%
- D = 68% - 64%
- E = 63% - 0%

Grading Policy

Students will be graded on their class attendance and participation, as well as completion of assigned projects. Projects are comprised of base level criteria, which students can meet for an average level grade. Students are expected to produce professional level content that demonstrates a mastery of raw technique as well as an attention to aesthetic quality. In the case of interactive media, a professional level result is aesthetically pleasing while functionally sound. 'A' level work is a well-designed piece which meets and exceeds all base requirements. 'C' level work simply meets the base requirements set forth for each project. Work that is 'D' level and below fails to meet any or all of the project's base requirements.

Projects must be completed on time and submitted at the beginning of the class on the day they are due. Projects that are submitted late will receive a lower score.

Students are graded on the quality of the project as well as the mastery of technique. In order to assess technique, the source material will be evaluated to ensure that methodologies taught in class are utilized for the final result for each assignment.

Attendance and participation are mandatory parts of the course. Students are expected to participate in class critiques of projects, as well as discussion pertaining to example work. Students score will drop a letter grade per unexcused absence; more than 4 unexcused absences will result in a failing grade.

Academic Dishonesty

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term "academic misconduct" includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the committee (Faculty Rule 3335-5-487). For additional information, see the Code of Student Conduct http://studentlife.osu.edu/csc/.

Accommodations for Students with Disabilities

Students with disabilities that have been certified by the Office for Disability Services will be appropriately accommodated and should inform the instructor as soon as possible of their needs. The Office for Disability Services is located in 150 Pomerene Hall, 1760 Neil Avenue; telephone 292-3307, TDD 292-0901; http://www.ods.ohio-state.edu/.

Personal Safety

The University Escort Service operates until 3am when classes are in session (i.e. not during quarter breaks and University holidays), and will assist OSU students who live off campus as well as on campus. The University Escort Service can be contacted at 614-292-3322, and scheduled pick-ups are taken in advance.

Course Bibliography

Mobile User Experience
By: Adrian Mendoza
Publisher: Morgan Kaufmann
Pub. Date: September 3, 2013
Print ISBN-13: 978-0-12-409514-4
Web ISBN-13: 978-0-12-411490-6
Pages in Print Edition: 248

User Experience Re-Mastered

By: Chauncey Wilson

Publisher: Morgan Kaufmann

Release Date: Sept. 11, 2009

ISBN: 9780123751140

Measuring the User Experience, 2nd Edition

By: William Albert; Thomas Tullis

Publisher: Morgan Kaufmann

Pub. Date: May 23, 2013

Print ISBN-13: 978-0-12-415781-1

Web ISBN-13: 978-0-12-415792-7

Pages in Print Edition: 320

Humane Interface, The: New Directions for Designing Interactive Systems

By: Jef Raskin

Publisher: Addison-Wesley Professional

Pub. Date: March 29, 2000

Print ISBN-10: 0-201-37937-6

Print ISBN-13: 978-0-201-37937-2

Pages in Print Edition: 256