Course Logistics

Meeting Times:
- Tuesdays Period 7 (1:55pm to 2:45pm, 50 minutes)
- Thursdays Period 7-8 (1:55pm to 3:50pm, 115 minutes, with a 15-minute break)

Meeting Location:
- CSE Building room E222 (CSE 222)

Instructor Information

Instructor: Lisa Anthony, PhD
- E-mail address: lanthony@cise.ufl.edu (put ‘UXD’ in the subject)
- Office hours: Mondays 4:05pm to 4:55pm; Tuesdays 3:00pm to 3:50pm; Thursdays 12:50pm to 1:40pm
- Office location: CSE Building, E542
- Telephone: 352-505-1589 (during office hours only)
- Class Web site: http://ufciseuxd.wordpress.com/

Teaching Assistant(s):
- Jerone Dunbar
  i. E-mail address: jerone@ufl.edu
  ii. Office hours: Thursdays 10:00am to 12:30pm
  iii. Office location: CSE Building, E309
- Aishat Aloba
  i. E-mail address: aoaloba@ufl.edu
  ii. Office hours: Mondays 9:00am to 11:00am, Wednesdays 11:00am to 12:00pm
  iii. Office location: CSE Building, E309

Course Information

Catalog Descriptions:
- CIS 4930 -- Special Topics in CISE -- Credits: 3.
- CIS 6930 -- Special Topics in CISE -- Credits: 3.

Course Overview:
This is a cross-listed undergraduate and graduate course that introduces students to the methods and tools used in User Experience (UX) and User Interface (UI) design. UXD focuses on the early design stages of a product’s lifecycle, and aims to ensure the product will meet user needs; some example tools and methods to be covered include personas,
scenarios, storyboards, focus groups, wireframing, prototyping, InVision, Axure, Balsamiq, etc.

This class will serve as an introduction to these methods; no prior design experience is necessary. In this course, students will work on group projects covering one or more of the UXD methods for products designed for today’s world of ubiquitous and mobile technology. Students will also participate in a final group project designing for a real context: a local industry client will define their needs and requirements, with the end goal that the students’ design will be incorporated into the client’s real product. Developers with experience in UX/UI design methods are in high demand in today’s software industry, and the projects students work on in this course will strengthen their portfolio.

This course is intended to complement CEN 4721C / CAP 5100 (Human-Computer Interaction), but neither are prerequisites for each other.

This course will be taught by Dr. Lisa Anthony, an assistant professor in the Department of Computer and Information Science and Engineering (CISE) at UF.

Pre-requisites and Co-requisites:
- None.

Course Components:
This course involves the following components:
- Lectures – core user experience design concepts will be presented, discussed.
- In-Class Activities – group activities to introduce and practice user experience design techniques, similar to lab-style activities.
- Readings – recent book chapters and online resources related to user experience design will be read by students, and discussed in class and online.
- Projects – 1 individual and 2 group projects covering all phases of the user experience design project lifecycle will be completed, including (1) exploring a design space, (2) generating design concepts, and (3) refining design concepts, ultimately producing an interactive prototype for an industry client.
- Critiques – in-class group critiques of the design concepts produced for each project will be conducted, including an end-of-semester public showcase of the interactive prototypes for the final project.

Course Objectives:
By the end of this course, students will be able to:
- Define the term “user experience design” and identify how it fits into the software development lifecycle.
- Conduct exploratory user experience design activities to understand a design space when designing a new user interaction.
- Conduct generative user experience design activities to creatively fill user needs when designing a new user interaction.
- Conduct refining user experience design activities to select and iteratively improve a design concept for a new user interaction.
- Participate effectively in design critiques, and be able to use this experience to be a more effective design team member.
- Design and produce an interactive prototype of a complete design concept to present to a client for a new user interaction.

**Course Materials**

*Material and Supply Fees:*
- None.

*Textbooks Required:*
No textbook is required for this course. Weekly assigned readings in the form of textbook chapters and online resources will be posted to the course website up to four weeks prior to the due date. Students will be responsible for accessing the readings and downloading any relevant links provided.

*Textbooks Recommended:*
Many readings for the course will be taken from the following books. Students may choose to purchase their own copy of one or more of these textbooks to read beyond the scope of the course. This may be especially useful for students considering UX/UI careers, which make heavy use of UXD methods and concepts.
- Others TBD

*Software Required:*
Students are required to bring a laptop to class¹ to participate in both the in-class activities and project working sessions. The following free or trial software packages may be necessary to be installed by students on their laptops or used via online services over the course of the semester:
- Balsamiq, by Balsamiq Studios ([http://balsamiq.com/](http://balsamiq.com/))

1 Consistent with UF College of Engineering computer requirements: “The University of Florida requires students to have access to a computer. The College of Engineering further requires that students have access to and on-going use of a laptop/mobile computer.” For more information, see [http://www.eng.ufl.edu/students/career-resources/computer-requirements/](http://www.eng.ufl.edu/students/career-resources/computer-requirements/)
Additional Recommended Resources:

- TBD

Course Outline

Course Topics:

- User Experience Design as a field and how it relates to Computer Science, Human-Centered Computing, and Human-Computer Interaction.
- Graphic Design for computer interfaces.
- User Experience Design techniques such as scenarios, personas, storyboards, wireframing, and information architecture.
- User Experience Design methods such as focus groups, design probes, affinity diagramming, and speed dating for UI concepts.
- Prototyping tools, both low-fidelity and high-fidelity.
- Design for small screens, responsive design.
- Non-GUI design (e.g., auditory interfaces, gesture interfaces).
### Tentative Schedule: subject to change

<table>
<thead>
<tr>
<th>Week</th>
<th>Day</th>
<th>Dates</th>
<th>Topics</th>
<th>Assignments / Milestones</th>
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<tbody>
<tr>
<td>1</td>
<td>T</td>
<td>08/25</td>
<td>Syllabus, Course Introduction</td>
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<td></td>
<td>R</td>
<td>08/27</td>
<td>Introduction to User Experience Design, Industry Approaches to UXD: IDEO Deep Dive Video</td>
<td>* Add/Drop Ends 08/28</td>
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| 2    | T   | 09/01 | Brainstorming Techniques  
*In-Class Activity: Brainstorming* | * Project #1 out |
|      | R   | 09/03 | Affordances, Controls, Interface Metaphors  
*In-Class Activity: Good Design / Bad Design* |  |
| 3    | T   | 09/08 | How to Critique  
*In-Class Working Session (Project #1)* |  |
|      | R   | 09/10 | Focus Groups, Interviews, Design Probes  
*In-Class Activity: Preparing for User Research* |  |
| 4    | T   | 09/15 | Design Documentation, Video Sketches |  |
|      | R   | 09/17 | **Project #1 In-Class Critique** | * Project #1 due  
* Project #2 out* |
| 5    | T   | 09/22 | Affinity Diagrams  
*In-Class Activity: Affinity Diagrams* |  |
|      | R   | 09/24 | User Personas, Scenarios, Storyboards  
*In-Class Activity: Personas, Scenarios, Storyboards* |  |
| 6    | T   | 09/29 | *In-Class Working Session (Project #2)* |  |
|      | R   | 10/01 | *In-Class Working Session (Project #2)* |  |
| 7    | T   | 10/06 | Information Architecture, Wireframing: Techniques and Tools |  |
|      | R   | 10/08 | *In-Class Activity: Wireframing (continued from 10/06)*  
Graphic Design for User Interfaces |  |
| 8    | T   | 10/13 | *In-Class Working Session (Project #2)* |  |
|      | R   | 10/15 | **Project #2 In-Class Critique** | * Project #2 due  
* Project #3 out* |
<p>| 9    | T   | 10/20 | <em>In-Class Activity: Mid-Semester Evaluation</em> |  |
|      | R   | 10/22 | Designing for Small Screens, Responsive Design |  |</p>
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<tr>
<td></td>
<td><strong>In-Class Activity:</strong> Small Screen Grids and UIs</td>
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<td>10</td>
<td>T 10/27</td>
<td><em>In-Class Working Session (Project #3)</em></td>
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|   | R 10/29 | Low-Fidelity Prototyping, Techniques and Tools  
**In-Class Activity:** Low-Fi Prototyping |
| 11 | T 11/03 | *In-Class Working Session (Project #3)* |
|   | R 11/05 | High-Fidelity Prototyping, Techniques and Tools  
**In-Class Activity:** Hi-Fi Prototyping |
| 12 | T 11/10 | *In-Class Working Session (Project #3)* |
|   | R 11/12 | **Project #3 In-Class Mid-Point Client Showcase**  
*Project #3 mid-point due* |
| 13 | T 11/17 | *In-Class Working Session (Project #3)* |
|   | R 11/19 | Design Thinking, Design Languages, UI Design Patterns  
**In-Class Activity:** Design Languages |
| 14 | T 11/24 | **NO CLASS – CLASS CANCELLED**  
*UF Course Evaluations open 11/24* |
|   | R 11/26 | **NO CLASS – THANKSGIVING** |
| 15 | T 12/01 | *In-Class Working Session (Project #3)* |
|   | R 12/03 | **Project #3 Final Public Showcase**  
*Project #3 final due* |
| 16 | T 12/08 | *In-Class Activity: End-of-Semester Evaluation  
*** plus a surprise!*** |
|   | R 12/10 | **READING DAY – NO CLASS**  
*UF Course Evaluations close 12/11* |
| 17 | R 12/17 | 3:00pm to 5:00pm Final Exam Period: NO EXAM |
| 18 | W 12/23 | **Final grades available on ISIS – not before. Please do not email the instructor/TA asking for grades.** |
Grading

The following items will contribute to students’ grades in this course:

- Project #1 (Controls) 10%
- Project #2 (Wireframing) 25%
- Project #3 (Industry Client) 40%
- Class Participation 15%
- Online Discussion Posts¹ 10%
- No mid-term or final exams

¹ Note: discussion threads will be created by the instructor/TA in Canvas, and students should use these threads to post at least 2 new “substantive” discussion posts per week. Posts such as “I agree.” or “I disagree.” are not sufficiently substantive. Explain why you agree or disagree with the point being made. Discussion posts are due each week prior to 11:59pm on Sunday evening for the topics covered the previous week in class.

Grading Scale:

- 100-92 A, 91-90 A-
- 89-88 B+, 87-82 B, 81-80 B-
- 79-78 C+, 77-72 C, 71-70 C-
- 69-68 D+, 67-62 D, 61-60 D-
- 59-0 E

All final course grades will be rounded to the nearest whole number.

This course will use the Canvas e-Learning course management system to post grades and to communicate with class members. If you have a question about the course that other students could benefit from hearing the answer, please post to the appropriate discussion thread on Canvas rather than sending individual emails to the instructor/TA.

Expectations for Graduates vs. Undergraduates in this Course:

Graduate-level sections of this course involve more advanced material and more in-depth study than the undergraduate sections. Graduate students enrolled in this course must:

- Develop a pixel-perfect interactive prototype for the third project (whereas undergraduates must only develop a wireframe-fidelity interactive prototype).
- Conduct one additional user-centered design iteration on the third project, involving working with 16 to 20 users (as opposed to 6 to 8 users for undergraduates).
- Lead 1 weekly discussion thread on the course readings and material by posting facilitating questions based on the readings and/or current design practice (in addition to the 2 weekly discussion posts required in general).

Undergraduate students who are interested may do the additional work as extra credit. See the instructor beforehand to arrange this. Your entire group must agree if opting for increased complexity in Project #3.
Undergraduate Grading Scale Note:
A C- will not be a qualifying grade for critical tracking courses. In order to graduate, students must have an overall GPA and an upper-division GPA of 2.0 or better (C or better). Note: a C- average is equivalent to a GPA of 1.67, and therefore, it does not satisfy this graduation requirement. For more information on grades and grading policies, please visit: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

Graduate Grading Scale Note:
Graduate students need an overall GPA of 3.00 truncated and a 3.00 truncated GPA in their major (and in the minor, if a minor is declared) at graduation. For more information on grades and grading policies, please visit: http://gradcatalog.ufl.edu/content.php?catoid=4&navoid=907#grades

Honor Code & Collaboration:
High level questions, syntax topics, and algorithms can be discussed amongst each other and amongst the groups. Not allowed in this course include the following:

   1) plagiarism (misrepresenting others’ ideas as your own, can be fixed with simple citation),
   2) copying code,
   3) social loafing (e.g., for group work), and
   4) work offensive to others.

As for other courses in CISE in the past, offenders will be held to the UF Honesty Policy (see below) including reporting incidents to the Dean of Students. The results of this have included failing grades, ethic lectures, and a permanent mark in records (which can lead to expulsion).

Course Policies

Late Assignments:
All assignments will be assessed a late penalty of -10% for each day late. After 3 days, students will receive a 0. The only exception to this rule is if students contact the instructor in writing before the assignment due date to make arrangements for lateness.

Attendance:
Attendance will not be graded. Engagement in class discussions is graded, however, so if students must miss class, the instructor recommends increasing participation on the other days. If a student is sick or will be absent for a significant period of time, please contact the instructor to work out a way to catch up.

Make-ups:
Students who contact the professor before the due date with appropriate requests for extension and/or makeup assignments will be given an additional amount of time to make up late assignments equal to the time lost due to the unforeseen circumstance.
Incompletes:
Incompletes will be granted for only the most extreme circumstances, e.g. medical or family reasons. To be considered for an incomplete, the student must 1) let the professor know at in advance that they are seeking an incomplete, and 2) provide documentation to support the request.

Requirements for class attendance and make-up exams, assignments, and other work are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

Classroom Expectations:
To be courteous to your fellow students, please:

- Turn all cell phone ringers to silent and step outside to take calls.
- Turn off all audible notifications on laptops and phones.
- Refrain from texting during class.
- Use laptops only for taking notes or looking up relevant information (no Facebook, YouTube, Twitter, etc.).

Guest Lectures:
In this course, guest lecturers may be invited to present material related to their research or work, and how it relates to the course material. These are experts in their fields and are taking time out of their busy schedules to share their knowledge with you. Please respect their time and attend the guest lectures as you would any other meeting of the course.

University Policies and Resources

Honesty Policy
UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Note that failure to comply with this commitment will result in disciplinary action compliant with the UF Student Honor Code Procedures. See http://www.dso.ufl.edu/sccr/procedures/honorcode.php

Accommodation for Students with Disabilities
Students requesting classroom accommodation must first register with the Dean of Students Office. That office will provide the student with documentation that he/she must provide to the course instructor when requesting accommodation.
**UF Counseling Services**
Resources are available on-campus for students having personal problems or lacking clear career and academic goals. The resources include:
- UF Counseling & Wellness Center, 3190 Radio Rd, 392-1575, [http://www.counseling.ufl.edu/cwc/Default.aspx](http://www.counseling.ufl.edu/cwc/Default.aspx), counseling services and mental health services.
- Career Resource Center, Reitz Union, 392-1601, career and job search services.
- University Police Department 392-1111

**Software Use**
All faculty, staff and student of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

**Course Evaluations**
Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online at [https://evaluations.ufl.edu](https://evaluations.ufl.edu). Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at [https://evaluations.ufl.edu/results](https://evaluations.ufl.edu/results).