CEN 4722 UX Design

Contact Information

Instructor

Sanethia Thomas, PhD

Zoom

https://calendly.com/drsanethiathomas/meeting

Email

sanethiat@ufl.edu

Email responses will between 9:00am – 6:00pm, M-F. Allow for 48 business hours for a response.

Office Hours

Held 2 hours after class on Thursdays or by appointment with 24 hours advance. When you request an appointment make sure you provide the topic of discussion. All office hours will be held via zoom.

Teaching Assistant

Slack is a place to build community with your peers. Please keep all communication class related, positive and non-offensive. The TA will manage slack. All questions, concerns, and official communication intended for and directed to Dr. Thomas should be sent via email.

Canvas Announcements: Announcement notifications should be activated in your settings so you are aware of class announcements in a timely manner.

Course Information

The course is hybrid and will be delivered though Hyflex technology. It is organized around online synchronous/face to face lectures and asynchronous lectures. All lab discussions will be online and synchronous.

Tuesdays - Asynchronous Learning via recorded course lectures and assigned readings.

Thursdays - Synchronous during class time via F2F with online option available.

Course Description

This course Introduces methods and tools used in User Experience Design (UXD): the early stages of software design focused on meeting user needs. Key concepts include user research, contextual design, design thinking, ideation, iterative design, prototyping, and design documentation. Projects utilize software tools used in the industry.

Credits: 3

Course Objectives

By the end of this course, you 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.

Relation to Program Outcomes ABET

Outcome	**Coverage***
1. An ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics	Low
2. An ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors	Low
3. An ability to communicate effectively with a range of audiences	High
4. An ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts	High
5. An ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives	High

6. An ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions	Medium
7. An ability to acquire and apply new knowledge as needed, using appropriate learning strategies	High

Course Requirements

Required Textbook

No textbook is required for this course. Weekly readings in the form of textbook chapters and online resources will be posted to the course website. Students will be responsible for accessing the readings and downloading any relevant links provided.

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.

- *Interaction Design: Beyond Human-Computer Interaction*, by Rogers, Sharp, and Preece, ISBN-10 # 0470665769
- *The Design of Everyday Things*, by Norman, ISBN-10 # 0465050654
- *Sketching User Experiences: Getting the Design Right and the Right Design*, by Buxton, ISBN-10 # 0123740371
- *Sketching User Experiences: The Workbook*, by Greenberg, Carpendale, Marquardt, and Buxton, ISBN-10 # 0123819598
- *Designing for Small Screens: Mobile Phones, Smart Phones, PDAs, Pocket PCs,*
- *Navigation Systems, MP3 Players, Game Consoles*, by Studio 7.5, Zwick, and Schmitz, ISBN-10 # 2940373078

Software Required:

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/)
- Axure RP Pro, by Axure Software Solutions (http://www.axure.com/) o
- InVision App, by InVision (http://www.invisionapp.com/)

Most of this software will be made available to students for free as part of the course.

Prerequisites

- COP 3530 - Data Structures and Algorithms

Minimum Technology Requirements

The University of Florida expects students entering a program to acquire computer hardware and software appropriate to his or her degree program. Most computers are capable of meeting the following general requirements. A student's computer configuration should include:

- Webcam
- Microphone
- Broadband connection to the Internet and related equipment (Cable/DSL modem)
- Microsoft Office Suite installed (provided by the university)

Individual colleges may have additional requirements or recommendations, which students should review before the start of their program

Materials/Supply Fees

There is no supply fee for this course.

Course Policies

Requirements for make-up exams, assignments, and other work in this course are consistent with university policies that can be found at Attendance Policies.

Students are strongly recommended to listen to all lectures and attend all classes and lab discussions.

Assignments are due by the time listed on Canvas. Assignments and project work can be turned in late with a cascading deduction: one (1) business day from the canvas date is 10% penalty; two (2) business days from the canvas date is 30% penalty; or three (3) business days from the canvas date is 60% penalty. Assignments will not be accepted after 3 business days. In class participation assignments cannot be turned in late under any circumstance.

Grade reviews must be requested within one week of a grade being posted. After one week, no grade will be revisited. In the event of a grade review, the entire assignment will be reviewed.

Peer Evaluations. Each team member will score their team members and themselves. They are to provide a rating and justification of the rating. A team member who has an average peer evaluation score of 70-79.9 will receive a 15% penalty for the associated assignments. A team member who has an average peer evaluation score of less than 70 will receive a penalty determined by the professor of the course considering the evaluated contribution and justification provided by their team members.

Students should arrange for project help and grade questions during office hours. Students should make plans to meet with the Peer Mentors and Teacher Assistants during scheduled office hours or try to arrange an appointment with the TA. Do not send email to, send private messages to, or "@" instructors or TAs about grades.

All correspondence should be engaged via email. For matters directed to the professor, email the professor directly. Please allow 48 business hours for a response.

Mobile Computing Requirement

The College of Engineering requires students to have a mobile computing device (laptop) with 802.11 WiFi capability and webcam. Preferred methods for public and private communication regarding the course and a method for resolving technical issues (e.g. helpdesk.ufl.edu, 352-392-4357).

Grading Policy

I will make every effort to have each assignment graded and posted within two weeks of the due date.

Course Grading Policy

Industry Client Project	30%
Individual Project	20%
Assignments	15%
UX Case Presentation	15%
Participation	10%
Peer Evaluation	10%
Total	100%

A 94 – 100
A- 90 – 93
B+ 87 – 89

B- 84 – 86

B 80 – 83

C+ 77 – 79

C 74 – 76

C- 70 – 73

D+ 67 – 69
D 64 – 66
D- 60 – 63

Grades will not be rounded.

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: an average of C- is equivalent to a GPA of 1.67 and therefore does not satisfy this graduation requirement. For more information on grades and grading policies, please consult the catalog.

See the current UF grading policies for more information.

UF Policies

University Policy on Accommodating Students with Disabilities

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565) by providing appropriate documentation. Once registered, students will receive an accommodation letter that must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

University Policy on Academic Conduct

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 honesty 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 Student Honor Code and Student Conduct 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.

****Academic Dishonesty will be dealt with strictly.** Sharing / copying, "borrowing" of work that is not your own original work is considered academic dishonesty. code structure, discussing code structure, looking at code from another student or providing such code, and plagiarism, in addition to other dishonest behaviors, are all considered academic dishonesty. Absolutely no information regarding assignment solutions may be shared by students except at a conceptual level. If students implement algorithms from other sources, they must cite those sources.

Netiquette and Communication Courtesy

All class members are expected to follow rules of common courtesy in all email messages, threaded discussions, and chats.

Getting Help

Technical Difficulties

For issues with technical difficulties for Canvas, please contact the UF Help Desk at:

- http://helpdesk.ufl.edu
- (352) 392-HELP (4357)
- Walk-in: HUB 132

Any requests for make-ups due to technical issues should be accompanied by the ticket number received from the Help Desk when the problem was reported to them. The ticket number will document the time and date of the problem. You should e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Health and Wellness

- **U Matter, We Care**: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit U Matter We Care to refer or report a concern and a team member will reach out to the student in distress.
- **Counseling and Wellness Center:** Visit UF Counseling & Wellness Center or call 352-392-1575 for information on crisis services as well as non-crisis services.
- **Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or visit UF Student Health Care Center.
- **University Police Department**: Visit UF Police Department or call 352-392-1111 (or 9-1-1 for emergencies).
- **UF Health Shands Emergency Room/Trauma Center:** For immediate medical care in Gainesville, call 352-733-0111, or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; UF Health Shands Emergency Room/Trauma Center.

Academic and Student Support

- **Career Connections Center:** 352-392-1601. Career assistance and counseling services UF Career Connections Center.
- **Library Support:** Various ways to receive assistance with respect to using the libraries or finding resources. UF George A. Smathers Libraries Ask-A-Librarian
- **Teaching Center:** 352-392-2010 General study skills and tutoring: UF Teaching Center

- **Writing Studio:** 352-846-1138. Help brainstorming, formatting, and writing papers: University Writing Program Writing Studio

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.

In-Class Recording

Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor.

A "class lecture" is an educational presentation intended to inform or teach enrolled students about a particular subject, including any instructor-led discussions that form part of the presentation, and delivered by any instructor hired or appointed by the University, or by a guest instructor, as part of a University of Florida course. A class lecture does not include lab sessions, student presentations, clinical presentations such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or lecturer during a class session.

Publication without permission of the instructor is prohibited. To "publish" means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040 Student Honor Code and Student Conduct Code.

University 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 Conduct Code (https://sccr.dso.ufl.edu/process/student-conduct-code/) specifies a number of behaviors that are in violation of this code and the possible sanctions. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Commitment to a Safe and Inclusive Learning Environment

The Herbert Wertheim College of Engineering values broad diversity within our community and is committed to individual and group empowerment, inclusion, and the elimination of discrimination. It is expected that every person in this class will treat one another with dignity and respect regardless of gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

If you feel like your performance in class is being impacted by discrimination or harassment of any kind, please contact your instructor or any of the following:

- Your academic advisor or Graduate Program Coordinator
- Jennifer Nappo, Director of Human Resources, 352-392-0904, jpennacc@ufl.edu
- Curtis Taylor, Associate Dean of Student Affairs, 352-392-2177, taylor@eng.ufl.edu
- Toshikazu Nishida, Associate Dean of Academic Affairs, 352-392-0943, nishida@eng.ufl.edu

Software Use

All faculty, staff, and students 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.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: https://registrar.ufl.edu/ferpa.html

Tips for Success

Taking a course online can be a lot of fun! Here are some tips that will help you get the most of this course while taking full advantage of the online format:

- Schedule "class times" for yourself. It is important to do the coursework on time each week. You will receive a reduction in points for work that is turned in late!
- Read ALL of the material contained on this site. There is a lot of helpful information that can save you time and help you meet the objectives of the course.
- Print out the Course Schedule located in the Course Syllabus and check things off as you go.
- Take full advantage of the online discussion boards. Ask for help or clarification of the material if you need it.
- Do not wait to ask questions! Waiting to ask a question might cause you to miss a due date.
- Do your work well before the due dates. Sometimes things happen. If your computer goes down when you are trying to submit an assignment, you'll need time to troubleshoot the problem.
- To be extra safe, back up your work to an external hard drive, thumb drive, or through a cloud service.

Course Schedule

The following is a **TENTATIVE** overview of the course schedule **(subject to change):**

Week	Dates	**Course Learning Module**	Chapter	Weekly Assignments	Due Date
Week 1	1/5-1/7	**Introduction Module**	Introduction		
Week 2	1/10-1/14	**Module 1: Design Process**	Design Process	Individual Project Phase 1 Classwork 1	1/14 1/18

Week 3	1/17-1/21		Affordances	Classwork 2 Individual Project Phase 2	1/25 1/28
Week 4	1/24-1/28		Graphic Design / Individual Project Presentation		
Week 5	1/31-2/4		UX Research Methods	Classwork 3	2/8
Week 6	2/7-2/11		Brainstorming & Affinity Diagramming	Classwork 4 Individual Project Phase 3	2/15 2/18
Week 7	2/14-2/18		Personas, Scenarios, Storyboarding	Classwork 5	2/22
Week 8	2/21-2/25	**Module 2: UX Design for Client**	Client Interview	Client Interview	2/24
Week 9	2/28-3/4		Information Architecture and Task Flow		
Week 10	3/7-3/11		Spring Break		

Week 11	3/14-3/18		Client Presentation	Midpoint Project	3/17
Week 12	3/21-3/25		Lofi Prototyping		
Week 13	3/28 - 4/1		Interactive Prototyping		
Week 14	4/4-4/8		Design Documentation		
Week 15	4/11-4/15		Final Presentations	Final Project	4/14
Week 16	4/18-4/22		Project Voting	Final Documentation	4/19