



CAMOSUN COLLEGE
Trades and Technology
Computer Science

Comp 271 DX-01
Applied User Experience/User Interface
Winter 2021

COURSE OUTLINE

The calendar description is available on the web @

[http://camosun.ca/learn/calendar/
current/web/comp.html#COMP271](http://camosun.ca/learn/calendar/current/web/comp.html#COMP271)

* *Please note: This outline will not be kept indefinitely. It is recommended students keep this outline for their records, especially to assist in transfer credit to post-secondary institutions.*

1. Instructor Information

(a) Instructor	_____	Melissa Mills
(b) Office hours	_____	Fridays, 2:30 – 3:20pm
(c) Location	_____	Online
(d) Phone	_____	Alternative: _____
(e) E-mail	_____	millsm@camosun.bc.ca
(f) Website	_____	_____

2. Intended Learning Outcomes

Upon successful completion of this course a student will be able to:

- Explain the relationship between user centered design (UCD), user experience (UX) and user interface (UI).
- Develop effective prototypes and wireframes using an iterative methodology.
- Identify digital artifacts that support current design preferences in web and mobile computing.
- Design and implement usability tests for software or web applications.
- Identify anti-patterns in UI design for software applications.
- Identify and apply various usability heuristics for web applications.
- Design effective user flows that support intuitive navigation.

3. Required Materials

(a) Texts

<https://books.google.ca/books?hl=en&lr=&id=n0h9CAAQBAJ&oi=fnd&pg=PR10&dq=Interaction+design:+Beyond+human-computer+interaction&ots=25wQy4ezhS&sig=OCYYGP0ojQznnaaWXavggXfzifs#v=onepage&q=Interaction%20design%3A%20Beyond%20human-computer%20interaction&f=false>

(b) Other

1 GB memory stick
 1 TB portable hard drive
 Notebook and grid or dotted sketchbook (8.5 x 11" size)
 Pencil and eraser
 Black roller point pen
 Medium – thick nib black felt pen
 Sticky notes

4. Course Content and Schedule

(Can include: Class hours, Lab hours, Out of Class Requirements and/or Dates for quizzes, exams, lecture, labs, seminars, practicums, etc.)

Lab: Technology Building Rm 148 Thursday 1:30 – 4:20pm
 Lecture: Online Friday 12:30 – 2:30pm

Week	Week of	Topic	Lab	Delivery / Assign
Week 1	Jan 11	Course Intro: UCD, UX Principles + UI Review: Lab Connection prep, Design Principles, Typography, Colour. Connect to Gestalt Principles	*Lab comes before Lecture this term.	Pre-Reading: <i>Linking Activity Theory with User-Centred Design</i> (Article) – Discussion Week 2.
Week 2	Jan 18	UCD Discussion (in-class) UX Components: Value/ Usability/Desirability/ Adoptability investigation Criteria/Constraints	Software overview Iconography design (Digital Artifacts) - Design Thinking Iteration Activity: Theme Sketch-a-thon (group)	Observation Activity Assumptions Discussion Week 3.

Week 3	Jan 25	Observation Discussion (in-class) UX Research – Transition to User-Centred (empathy, personas, scenarios, behavior)	UX Comp Applied - Visualization Activity: Mapping process (prep for Journey Map)	Assign: Journey Map (solo)
Week 4	Feb 1	UI - Information Architecture Principles 7 Stages of Action Activity	Lo/Mid/Hi-Fi Prototyping. Sketching ->Wireframes – Adobe XD / Digital Artifacts utilizing visual perception cues	
Week 5	Feb 8	Bridge of Execution / Bridge of Evaluation Cycles Affordances, Signifiers, Metaphor	Journey Map Critique (Peer Review) Intro: Bridge of Execution / Evaluation	Journey Map Due Activity: Case Study Prep (solo)
Week 6 READING BREAK	Feb 15	No Class	No Class	No Class
Week 7	Feb 22	Foundation: Data Gathering Research Methodologies (Qualitative + Quantitative), Testing environments	Identify Affordances and Signifiers – Activity: Design Sprint Webpage Design + Critique	Assign: Case Study (group)
Week 8	Mar 1	Usability Heuristics – Systematic review of usability problems (10 Heuristics)	Case Study Lab work	
Week 9	Mar 8	User Testing Heuristics (Questionnaire Focus)	In-Class Assign: Heuristic Evaluation based on the “10 Heuristics” for better usability (Solo)	
Week 10	Mar 15	UX Research Data Analysis, interpretation, presentation Anti-Patterning	Activity: Applied User-Testing (group)	Case Study Due Assign: Triangulation: User Questionnaire + (solo)
Week 11	Mar 22	Coding Data Evaluation	Activity: Applied Research Analysis (group)	User Questionnaire Due
Week 12 – Good Friday (No Lec)	Mar 29	Final Project - 1. Concept 2. Project Management 3. Research 4. Prototype (Design) 5. Heuristic Evaluation 6. Analysis x minimum 2 iterative cycles	GOOD FRIDAY – No Lecture	Final Assignment: Redesign UI/UX Page(s) – prove redesign is better. (group)

Week 13	Apr 5	UX Product Design: Professional Practice Online Activity: Group Feedback Iterative Cycle (Final Projects)	In-class Lab Final Project – group work	
Week 14	Apr 12	Course review Final Project Presentations	In-Class Lab Final Project Focus: Heuristic Evaluation / Analysis	Final Assignment Due – April 16th

5. Basis of Student Assessment (Weighting)

(Should be directly linked to learning outcomes.)

(a) Assignments

Journey Map	10%
Heuristic Evaluation – In-Class	10%
Case Study	20%
Triangulation Questionnaire +	15%
Final Project	35%
Participation / Attendance	10%

Must complete all assignments.

Must achieve a minimum average of 55% on the assignments.

(b) Labs

Must complete all labs.

Must achieve a minimum average of 55% on the labs.

Late assignments and/or labs are subjected to an 5% penalty per day up to one week, except by the instructor's prior written permission or in the presence of a dire and documented short-term medical or family emergency.

(c) Quizzes

Must complete all quizzes.

Must achieve a minimum average of 55% on quizzes.

(d) Exams

Must achieve a minimum average of 55% on quizzes/tests/midterm.

Must achieve a minimum average 55% on the Final exam to pass the course.

No leaving during any examination unless an accommodation in place.

(e) Other (e.g. Project, Attendance, Group Work)

Must achieve a minimum average of 55% on the project.

6. Grading System

Standard Grading System (GPA)

Competency Based Grading System

7. Recommended Materials to Assist Students to Succeed Throughout the Course

Buley, L. (2013). *The user experience team of one*. Brooklyn, NY: Rosenfield Media.

Griffey, J. (2020). *Introduction to Interactive Digital Media: Concept and Practice*. New York, NY: Routledge.

Hartson, R, & Pyla, P.S. (2012). *The UX book: Process and guidelines for ensuring a quality user experience*. Waltham, MA: Elsevier.

Norman, D. (2013). *The design of everyday things*. New York, NY: Basic Books.

8. College Supports, Services and Policies



Immediate, Urgent, or Emergency Support

If you or someone you know requires immediate, urgent, or emergency support (e.g. illness, injury, thoughts of suicide, sexual assault, etc.), **SEEK HELP**. Resource contacts @ <http://camosun.ca/about/mental-health/emergency.html> or <http://camosun.ca/services/sexual-violence/get-support.html#urgent>

Department Policies:

Grade review: You have 7 days after marks are posted to review with your instructor.

Academic Dishonesty:

1st violation: minus the weight of the deliverable and a note on your departmental file.

2nd violation: F in the course

3rd violation: Student Conduct [Policy](#) E-2.5 is applied

Missed Examinations/Quizzes: If a student misses a quiz or an exam, a mark of zero will be assigned unless there are extenuating circumstances. In such cases, the proportion of grade assigned to the missed quiz or exam will be added to the proportion assigned to the final exam. The final exam will be held during exam week. NO consideration will be given to any student wishing to write the exam at any other time than that assigned.

Electronic Devices: The school's policy regarding electronic devices is that any student who has a cell phone or other unauthorized electronic device (ie. ipad, laptop, playbook, etc.) on their person or around their desk during an exam will be guilty of cheating and will a grade of "F" for the course.

College Services

Camosun offers a variety of health and academic support services, including counselling, dental, disability resource centre, help centre, learning skills, sexual violence support & education, library, and writing centre. For more information on each of these services, visit the **STUDENT SERVICES** link on the College website at <http://camosun.ca/>

College Policies

Camosun strives to provide clear, transparent, and easily accessible policies that exemplify the college's commitment to life-changing learning. It is the student's responsibility to become familiar with the content of College policies. Policies are available on the College website at <http://camosun.ca/about/policies/>. Education and academic policies include, but are not limited to, Academic Progress, Admission, Course Withdrawals, Standards for Awarding Credentials, Involuntary Health and Safety Leave of Absence, Prior Learning Assessment, Medical/Compassionate Withdrawal, Sexual Violence and Misconduct, Student Ancillary Fees, Student Appeals, Student Conduct, and Student Penalties and Fines.

A. GRADING SYSTEMS <http://www.camosun.bc.ca/policies/policies.php>

The following two grading systems are used at Camosun College:

1. Standard Grading System (GPA)

Percentage	Grade	Description	Grade Point Equivalency
90-100	A+		9
85-89	A		8
80-84	A-		7
77-79	B+		6
73-76	B		5
70-72	B-		4
65-69	C+		3
60-64	C		2

50-59	D		1
0-49	F	Minimum level has not been achieved.	0

2. Competency Based Grading System (Non GPA)

This grading system is based on satisfactory acquisition of defined skills or successful completion of the course learning outcomes

Grade	Description
COM	The student has met the goals, criteria, or competencies established for this course, practicum or field placement.
DST	The student has met and exceeded, above and beyond expectation, the goals, criteria, or competencies established for this course, practicum or field placement.
NC	The student has not met the goals, criteria or competencies established for this course, practicum or field placement.

B. Temporary Grades

Temporary grades are assigned for specific circumstances and will convert to a final grade according to the grading scheme being used in the course. See Grading Policy at <http://www.camosun.bc.ca/policies/E-1.5.pdf> for information on conversion to final grades, and for additional information on student record and transcript notations.

Temporary Grade	Description
I	<i>Incomplete:</i> A temporary grade assigned when the requirements of a course have not yet been completed due to hardship or extenuating circumstances, such as illness or death in the family.
IP	<i>In progress:</i> A temporary grade assigned for courses that are designed to have an anticipated enrollment that extends beyond one term. No more than two IP grades will be assigned for the same course.
CW	<i>Compulsory Withdrawal:</i> A temporary grade assigned by a Dean when an instructor, after documenting the prescriptive strategies applied and consulting with peers, deems that a student is unsafe to self or others and must be removed from the lab, practicum, worksite, or field placement.