GD 3105 - USER PROTOTYPING

Credits: 3

This is a foundational design course that establishes a set of best practices allowing the student to approach digital media through a user-centered lens. Students research and explore a variety of pre-visualization methods that are inherent in the online digital environment, merging new tools like user interface, interactivity, visual sequencing, and storytelling into their final projects. Upon successful completion of this course, students will gain a thorough understanding of paper prototyping, user testing, and pre-visualization methods for on-screen environments creating a user-centered design foundation for digital media.

Prerequisites: GD 2210 - Vector Illustration and GD 2220 - Raster Image Processing

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Understand prototyping, user testing, and pre-visualization methods for onscreen environments through a user-centered lens.	Identifies numerous prototyping, user testing, and pre-visualization methods for onscreen environments through a user-centered lens	Identifies prototyping, user testing, and pre-visualization methods for onscreen environments through a user-centered lens.	Identifies some prototyping, user testing, and pre-visualization methods for onscreen environments through a user-centered lens.	Cannot identify prototyping, user testing, and pre-visualization methods for onscreen environments through a user-centered lens.	GD-2, GD-3, GD-4	Cultural Competence Communication Competence Critical Thinking
Apply strategies in planning, creating, and testing prototypes.	Provides numerous examples of strategies in planning, creating, and testing prototypes.	Provides examples of strategies in planning, creating, and testing prototypes.	Provides some examples of strategies in planning, creating, and testing prototypes.	Does not provide examples of strategies in planning, creating, and testing prototypes.	GD-2, GD-3,	Cultural Competence Communication Competence Critical Thinking
Evaluate a design problem from a contextual, conceptual, as well as a functional point of view.	Defines a design problem and implements a solution from a contextual, conceptual, as well as a functional point of view.	Defines a design problem from a contextual, conceptual, as well as a functional point of view.	Somewhat defines a design problem from a contextual, conceptual, as well as a functional point of view.	Unable to define a design problem from a contextual, conceptual, as well as a functional point of view.	GD-1, GD-2, GD-3, GD-4	Cultural Competence Design Competence Communication Competence Critical Thinking
Analyze user testing and communicate critical thinking processes.	Discusses and implements user testing and communicates the critical thinking processes.	Discusses user testing and communicates the critical thinking processes.	Discusses to a certain degree user testing and somewhat communicate critical thinking processes.	Is not able to discuss user testing or communicate critical thinking processes.	GD-1, GD-2, GD-3	Cultural Competence Design Competence Communication Competence Critical Thinking