GD 4520 - INTERACTION DESIGN

Credits: 3

In this senior-level course, students hone their digital interactive design skills. Students study interaction design, industrial design, and cognitive science in order to focus on the mental models and specific gestures that allow humans to interact with the designed world. Interface conventions are deconstructed and rebuilt. Interaction models are built and tested. The future of interface as invisible computing is explored and prototyped. Upon successful completion of the course, students demonstrate an understanding of how and why some digital products "feel good" to use, and how to use those findings within a user-centered design process to better their design solutions.

Prerequisites: GD 3115 - Web Design I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Understand the historical context of interactive design as a field of practice.	Identifies and applies the historical context of interactive design as a field of practice.	Identifies the historical context of interactive design as a field of practice.	Identifies to a certain degree the historical context of interactive design as a field of practice.	Cannot identify the historical context of interactive design as a field of practice.	GD-2, GD-6, GD-7, GD-8, GD-9, GD-10	Cultural Competence, Design Competence, Critical Thinking
Articulate a personal philosophy of interaction design.	Defines and applies a personal philosophy of interaction design.	Defines a personal philosophy of interaction design.	Defines to a certain degree a personal philosophy of interaction design.	Cannot define a personal philosophy of interaction design.	GD-1, GD-4, GD-5, GD-6, GD-7, GD-8, GD-9, GD-10, GD-11	Design Competence, Critical Thinking
Practice the principles, patterns, process and craft of user centered design.	Provides numerous examples of the principles, patterns, process and craft of user centered design.	Provides examples of the principles, patterns, process and craft of user-centered design.	Provides some examples of the principles, patterns, process and craft of user-centered design.	Cannot provide examples of the principles, patterns, process and craft of user-centered design.	GD-1 thru 11	Cultural Competence, Design Competence, Critical Thinking
Portray a complete picture of user-centered design methods.	Identifies and applies a complete picture of user-centered design methods.	Identify a complete picture of user-centered design methods.	Identify a semi-complete picture of user-centered design methods.	Cannot identify any type of picture of user-centered design methods.	GD-1 thru 11	Cultural Competence, Design Competence, Critical Thinking
Understand and demonstrate the role of the customer journey in the user-centered design process.	Define and implement into design the role of the customer journey in the user-centered design process.	Define the role of the customer journey in the user-centered design process	Define to a certain degree the role of the customer journey in the user-centered design process.	Cannot define the role of the customer journey in the user-centered design process.	GD-2, GD-3, GD-4, GD-11	Cultural Competence, Design Competence, Critical Thinking
Document the process of user-centered design.	Identify numerous examples of the process of user-centered design	Identify examples of the process of user-centered design	Identify some examples of the process of user-centered design	Cannot identify examples of the process of user-centered design	GD-1 thru 11	Cultural Competence, Communication Competence, Design Competence, Critical Thinking