nteractive Design

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ARTS-4338 (CRN: 54675) Instructor: Ping Xu Class Meeting Time: 9:25 am - 12:05 pm_TR

Classroom: VAB - 1.223

Office: VAB - 1.209

Office Hour: 12:05 pm - 1:05 pm_TR 2:30 pm - 4:30 pm W

or by appointment

E-mail: ping.xu@utrgv.edu

Course Blog: http://pxstudio.us/blog/?cat=62



Catalog Description:

ARTS-4338 INTERACTIVE DESIGN is an upper level graphic design course in web media graphics and architecture. Interactive design is defined as a user-oriented field of study that focuses on meaningful visual communication of media through collaborative processes between people and technology. Web layout and web typography will be focused for UI Design, and responsive layout through merging prototyping tools will be introduced to explore UX Design. The course is a three credit hours studio class. The lectures and demonstrations will focus on HTML code, CSS rules, Dreamweaver technique, UI/UX Design, and additional applications.

Description of Instructional Methods:

The structure of the class includes lectures, demonstrations, in-class studio activities such as group discussion, project developments, and peer critique. Projects will be assigned and due on the scheduled dates. At the completion of assigned projects, a critique and presentation will take place.

Course Objectives:

- To understand the importance of the web as a medium of visual communication.
- 2. To understand the principles of creating an effective web page and web site, including a consideration of information architecture.
- To become familiar with graphic design principles that relate to interactive design.
- 4. To develop skills in digital imaging for web production.
- 5. To learn the language of the web environment such as HTML and CSS.
- 6. To think and build a layout like a typographer while designing for the web.
- 7. To train problem solving skills in analyzing the usability of a web site.
- 8. To explore visual languages through a variety of interactive media.

Student Learning Outcomes:

Upon completing the ARTS-4338 course, students will be able to create

- web pages through valid HTML5 tags and attributes.
- website hierarchy and construction through CSS syntax, rules, values, selectors, and properties.
- Responsive Design through web design applications and techniques.
- UI/UX Designs through emerging prototyping tools.

Student Learning Outcomes for UTRGV's Graphic Design Majors / Core Curriculum Requirement:

A Bachelor of Fine Arts with Graphic Design Concentration at UTRGV prepares students for serious professional work in the field. The curriculum emphasizes concept development and application, work with clients and professional development, including the establishment of a working portfolio. Students who graduate from the program are equipped for a broad range of practices in the design field such as interactive design, art direction, publication design, including print and advertising, multimedia and web design, motion graphics, photography and social service design in a variety of settings. UTRGV Graphic Design alumni follow a wide range of individual paths, including running their own design studios, working for large corporations or specializing in web and interactive media. Some students also choose to earn a master's degree in the field, opening many possible horizons.

Teaching Philosophy:

"The real success is finding your life work in the work that you love." The real joy of teaching comes from student success. I desire to be a successful educator. I fully commit myself to both teacher-scholar model and teacher-designer model. To prepare students for the real world, I teach my students not only fundamental knowledge and techniques, but also their critical thinking and problem solving capabilities. I mainly endeavor to address my teaching on the following four aspects:

- 1. Explaining complex theories through demonstrations and workshops.
- Stimulating student's interest in exploring their critical thinking and the concept of work, and assist them to produce professional works and well present their works.
- ${\it 3. Introducing and encouraging students to learn the most updated technologies.}$
- Providing technical problems solving to students when they practice complex designs and pre-press on both print-based and screen-based platforms.

Interactive Design

Recommended Book for HTML Beginners

HTML & CSS: Learn The Fundamentals In 7 Days by Michael Knapp | ISBN-10: 1520562594

Recommended Book for the UI Project (March 10, 2019):

Adobe Spark Classroom in a Book by Brian Wood | ISBN-10: 0135244757

Required Book for the UX Project:

Adobe XD CC Classroom in a Book ISBN-10: 0134686594

Recommended Resources & Periodicals for the Inspiration of Interactive Design

Behance | Communication Arts Interactive Design Annual Smashing Magazine

Recommended Browsers: Firefox or Google Chrome

Process Book:

In this course students will be required to have a process book/design idea diary (8.5 x 11) for the entire session with entries for each assignment and each class meeting. The book should include sketches, notes, ideas as well as visual inspirations /imagery from interactive design magazines, websites, books, etc. (can be copied cut out)-interactive/web designs that are interesting/inspirational to you. The process book will be counted as a graded component in each one of the assignments that is presented in this session. Any support materials or resources such as periodical, book, etc. presented by photocopies of articles and work sourced materials should relate to the content that we are covering during each assignment. All project notes should be easily sourced in your process books. Any test prints or copies should also be included in your book. All project information/handouts should be filed into the process book as well.

Supplies & Materials:

- · Recommended and required books_available on Amazon
- Process Book_3 ring binder_available at OfficeDepot
- Disks for back-up/transportation purposes. Please purchase one 64 GB USB drive

Student Services:

Students who demonstrate financial need have a variety of options when it comes to paying for college costs, such as scholarships, grants, loans and work-study. Students should visit the Students Services Center (U Central) for additional information. U Central is located in BMAIN 1.100 (Brownsville) or ESSBL 1.145 (Edinburg or can be reached by email (ucentral@utrgv.edu) or telephone: (888) 882-4026. In addition to financial aid, U Central can assist students with registration and admissions.

Students seeking academic help in their studies can use university resources in addition to an instructor's office hours. University Resources include the Learning Center, Writing Center, Advising Center and Career Center. The centers provide services such as tutoring, writing help, critical thinking, study skills, degree planning, and student employment. Locations are:

- Learning center: BSTUN 2.10 (Brownsville) or ELCTR 100 (Edinburg)
- Writing center: BLIBR 3.206 (Brownsville) or ESTAC 3.119 (Edinburg)
- Advising center: BMAIN 1.400 (Brownsville) or ESWKH 101 (Edinburg)
- Career center: BCRTZ 129 (Brownsville) or ESSBL 2.101 (Edinburg)



Students with Disabilities:

If you have a documented disability (physical, psychological, learning, or other disability which affects your academic performance) and would like to receive academic accommodations, please inform your instructor and contact Student Accessibility Services to schedule an appointment to initiate services. It is recommended that you schedule an appointment with Student Accessibility Services before classes start. However, accommodations can be provided at any time. Brownsville Campus: Student Accessibility Services is located in Cortez Hall Room 129 and can be contacted by phone at (956) 882-7374 (Voice) or via email at ability@utrgv.edu. Edinburg Campus: Student Accessibility Services is located in 108 University Center and can be contacted by phone at (956) 665-7005 (Voice), (956) 665-3840 (Fax), or via email at ability@utrgv.edu.

Scholastic Integrity:

As members of a community dedicated to Honesty, Integrity and Respect, students are reminded that those who engage in scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and expulsion from the University. Scholastic dishonesty includes but is not limited to: cheating, plagiarism, and collusion; submission for credit of any work or materials that are attributable in whole or in part to another person; taking an examination for another person; any act designed to give unfair advantage to a student; or the attempt to commit such acts. Since scholastic dishonesty harms the individual, all students and the integrity of the University, policies on scholastic dishonesty will be strictly enforced (Board of Regents Rules and Regulations and UTRGV Academic Integrity Guidelines). All scholastic dishonesty incidents will be reported to the Dean of Students.

Sexual Harassment, Discrimination, and Violence:

In accordance with UT System regulations, your instructor is a "Responsible Employee" for reporting purposes under Title IX regulations and so must report any instance, occurring during a student's time in college, of sexual assault, stalking, dating violence, domestic violence, or sexual harassment about which she/he becomes aware during this course through writing, discussion, or personal disclosure. More information can be found at www.utrgv.edu/equity, including confidential resources available on campus. The faculty and staff of UTRGV actively strive to provide a learning, working, and living environment that promotes personal integrity, civility, and mutual respect that is free from sexual misconduct and discrimination. If students, faculty, or staff would like confidential assistance, or have questions, they can contact OVAVP (Office for Victim Advocacy & Violence Prevention) at 665-8287, 882-8282, or OVAVP@utrgv.edu.

Pregnancy, Pregnancy-related, and Parenting:

Title IX of the Education Amendments of 1972 prohibits sex discrimination, which includes discrimination based on pregnancy, marital status, or parental status. Students seeking accommodations related to pregnancy, pregnancy-related condition, or parenting (reasonably immediate postpartum period) are encouraged to contact Student Accessibility Services for additional information and to request accommodations.

Attendance Policy:

Students are expected to attend all scheduled classes and may be dropped from the course for excessive absences. UTRGV's attendance policy excuses students from attending class if they are participating in officially sponsored university activities, such as athletics; for observance of religious holy days; or for military service. Students should contact the instructor in advance of the excused absence and arrange to make up missed work or examinations.

Tardiness Policy:

A tardy means you are being late over 5 minutes when you clock in. Tardiness is not tolerated in this class. Three tardies will be counted as an absence. A tardy or an absence on a critique/presentation day will result in a grade reduction for that project.

Effort Policy:

Students are expected to keep track of their performance throughout the semester, and seek guidance from available sources (including the instructor) if their performance drops below satisfactory levels. Unprepared, late to class, and/or non-participating students will receive a reduced project grade when applicable.

Back-up Policy:

In order to prevent unexpected file damages or disk errors, please back up your important files at two different locations or disks. If a project delay occurred due to the file damage without back up, a grade deduction will still be received.

Grading Policy

Student works will be assessed for creativity, presentation, and content value, based on professional standards. In determining students' grade of the course, the consideration is given to the following areas: Attitude, attendance, constructive participation, development of concepts, aptness of thought, originality, composition, construction, curiosity, tenacity, inventiveness, presentation, and technical proficiency in working those assigned projects. The final grade of the course will be the sum of the project scores divided by the quantity number of projects.

Performance Levels (apply to each project):

Excellence_90 - IOO [A]

Presents extremely imaginative idea and shows excellent technical/presentation skills. The project may also go well above and beyond the parameters of the exercise. Solid class discussions and critique involvement are also involved.

Above Average_80 - 92 [B]

Completes a solid overall development with original thought through the process of project developments. It also shows good design incite and work ethic. Regular participation in class dis cussions and peer critiques are also maintained.

Average_70 - 79 [C]

Meets the parameters of the problem, but does not exhibit originality or may be presented in a condition or manner that does not effectively communicate the goals of the exercise or in essence lacks proper execution.

Weak_60 - 69 [D]

Unacceptable_0 - 59 [F]

Point Deduction / Grade Deduction:

A three-point deduction will be received for the grade of a single project by each unexcused absence during the period of the project.

One letter deduction will be received for the grade of a single project if the student absents a class from a critique day/presentation day, or delays a project.

Course Drops:

According to UTRGV policy, students may drop any class without penalty earning a grade of DR until the official drop date. Following that date, students must be assigned a letter grade and can no longer drop the class. Students considering dropping the class should be aware of the "3-peat rule" and the "6-drop" rule so they can recognize how dropped classes may affect their academic success. The 6-drop rule refers to Texas law that dictates that undergraduate students may not drop more than six courses during their undergraduate career. Courses dropped at other Texas public higher education institutions will count toward the six-course drop limit. The 3-peat rule refers to additional fees charged to students who take the same class for the third time. The student will be dropped by the instructor from the course if the student absents more than 6 classes.

Mandatory Course Evaluation:

Students are required to complete an ONLINE evaluation of this course, accessed through your UTRGV account (http://my.utrgv.edu); you will be contacted through email with further instructions. Students who complete their evaluations will have priority access to their grades. Online evaluations will be available on or about:

April 10 - May 1, 2019

Topics & Technologies:

- HTML5 Coding and Validation
- CSS Rules and Validation
- HTML Page Redesign
- HTML Website
- Dreamweaver Technique
- UI/UX Design

Applications > Adobe Interactive Design Software:

- Adobe Dreamweaver CC 2019
- Adobe XD CC 2019
- Adobe Spark

Project Activities

- Project-1A & 1B: HTML Page redesign through HTML & CSS
- Project-1C: HTML Site through Deamweaver CC
- Project-2: UI/UX Design

Calendar of Activities:

January 15	Classes Be	gins

January 17 Last day to add a course or register for Spring 2019

January 17 Project-1A & 1B Begin

January 21 Martin Luther King Jr. Day – NO classes

January 31 Project-1C Begins (HTML Site Through Dreamweaver)

March 11-16 Spring Break – NO classes
March 21 Project-2 Begins (UI/UX Design)

April 10 Last day to drop the course and receive a DR grade

April 19-20 Easter Day - NO classes May 2 Study Day - NO classes

May 7 Final Exam Day of the ARTS-4338 class

(The due day of the final project)

Interactive Design Spring 2019_syllabus_syllabus receipt

Mini Survey Please answer the following questions

Name:		
Major (& Minor): /		
What year are you in?		
Freshman		
Sophomore		
Junior		
Senior		
Have you already taken the following courses?		
ARTS-1311 Design I (2D Design)		
ARTS-1312 Design II (3D Design)		
ARTS-2313 Design Communication		
ARTS-2363 Typography		
ARTS-3330 Image & Illustration		
ARTS-3331 Visual Communication		
ARTS-3333 Design & Production		
ARTS-3354 History of Graphic Design		
ARTS-4334 Advanced Graphic Design		
ARTS-4337 Digital Photography		
ARTS-4391 Internship		
Syllabus Receipt:		
I have received a copy of the course syllabus for ARTS-4338 class. I have read and understand its content. I agree that following behaviors during the class period will not permitted, and will result in a grade penalty:		
1. Email checking 2. Facebook surfing 3. Mobile calling 4. Eating and drinking		
Printed Name:		
Signature:		
Student I.D. Number:		
Student E-mail:		
Student Tel Number:		
Date:/		