Fall 2017

Meeting days: M / W	**Professor Joshua Tonies**
Meeting times: 4:00 - 6:20PM	**Phone:** (415) 484-9891
Meeting location: Ryan Library West, Computer Lab	**E-mail:** jtonies@pointloma.edu
Final Exam: No Final Exam	**Office location and hours:** By Appointment

PLNU Mission⊗

To Teach ~ To Shape ~ To Send

Point Loma Nazarene University exists to provide higher education in a vital Christian community where minds are engaged and challenged, character is modeled and formed, and service is an expression of faith. Being of Wesleyan heritage, we strive to be a learning community where grace is foundational, truth is pursued, and holiness is a way of life.

COURSE DESCRIPTION⊗

This course introduces you to the history, language and practice of interactive design. Through readings, lectures, projects and in-class activities, you will acquire an extensive knowledge of this ubiquitous and constantly changing design practice. We will begin with the basics, studying interface design, user experience, coding languages, and move onto content management systems and design software to build a core technical foundation. Emphasis will be placed on the technologies of the web as well as content creation and authoring.

Concurrently, in-class discussion will introduce case studies, which analyze current trends in desktop and mobile websites, applications, user interface design and the complex history of the web. With the acquisition of this language of theory and history, you will recognize the choices available to you as a skilled designer and use this literacy to understand the ecology of media which is part of your everyday environment. Class projects include individual and group web design briefs providing a survey of beginning and intermediate design challenges. Weekly required readings and video tutorials related to course work will be made available through the course website.

COURSE LEARNING OUTCOMES ⊛

Upon successful completion of the course, students should be able to

• Identify and critically discuss current design trends relevant to interface design and user experience, desktop, tablet and mobile websites and applications

• Use vocabulary and terminology based in contemporary discourse of web and interface design

• Utilize website technologies: CMS and FTP Clients

• Construct, interpret and debug in the latest web languages HTML5 and CSS

• Use contemporary methods to mockup, prototype and test user interface design projects

• Demonstrate a working knowledge of computer programs: Creative Cloud Applications, Dreamweaver, Photoshop, Animate, Muse and other CMS platforms Wordpress, Tumblr, etc.

COURSE CREDIT HOUR INFORMATION ⊛

In the interest of providing sufficient time to accomplish the stated Course Learning Outcomes, this class meets the PLNU credit hour policy for a 4 unit class delivered over 16 weeks. Specific details about how the class meets the credit hour requirement can be provided upon request.

COURSE SCHEDULE AND ASSIGNMENTS

DATE PRESENTED	CLASS CONTENT OR ASSIGNMENT	ASSIGNMENT DUE DATE
Week 1	Course Introduction and expectations - User Experience, User Centered Design, Ecology of the Web	Assignment 1
Week 2	User Centered Design Presentations	Visual Design Principles for Interaction - Photoshop + Illustrator for UI	DUE 9/27
Week 3	Visual Hierarchy, Navigation Design, Prototyping - Invision	
Week 4	Final Presentations for Project 1 Introduction to HTML5, structure, text, lists, semantic web, essential markup *expect quiz the following week*	
Week 5	CSS + Responsive Design Introduction Project 2 (HTML + CSS)	Assignment 2
Week 6	Layout Lab, Positioning, Creating site layouts, Bootstrap	DUE 10/18
Week 7	CSS EXTENDED, Integrating media, images, video	
Week 8	FTP Client & Server side management Students upload Project 2 to the web	
Week 9	Midterm Review 10/17, Practicum 10/19 - In Class	No Makeups	
Week 10	**Adobe Animate - Motion and Interaction Lecture**	Assignment 3
Week 11	Project Proposals, Motion Graphics for web workshop	11/15
Week 12	Advanced Animation Concepts	Individual Meetings	
Week 13	**Final Project - Portfolio Site Prototype**	Assignment 4
Week 14	Design Research, Proposals, Case Studies	12/6
Week 15	Individual Consultation, In Class Lab - Prototyping	
Week 16	Final Project - Presentations	

REQUIRED TEXTS AND RECOMMENDED STUDY RESOURCES

Note: There are no required books to purchase for this course. Required reading will be distributed through CANVAS via PDF.

ASSESSMENT AND GRADING⊛

Assignment distribution by percentage:	Grade scale:	
• Participation|Professionalism 10%	A=93-100	C=73-76
• Assignment #1 20%	A-=92-90	C-=70-72
• Assignment #2 10%	B+=87-89	D+=67-69
• Midterm 20%	B=83-86	D=63-66
• Assignment #4 20%	B-=80-82	D-=60-62
• Assignment #5 20%	C+=77-79	F=0-59

A Outstanding performance throughout the course in concept process and craft, articulation and refinement

B Exceeds expectations for all projects.

C Satisfactory, the completion of all assignments on time and at an acceptable level. Please note that a C grade means you have attended all classes and met satisfactorily the basic requirements of the course. To earn a higher grade, you must show not only more effort but also a higher level of achievement in your work.

D Less than satisfactory performance

F Failing grades are given for required work that is not submitted, for incom plete final projects.
Make-up work may be permitted only with the approval of the instructor and the program director

I Incomplete, signifying a temporary deferment of a regular grade.

INCOMPLETES AND LATE ASSIGNMENTS

All assignments are to be submitted/turned in by the beginning of the class session when they are due—including assignments posted in Canvas. Incompletes will only be assigned in extremely unusual circumstances.

FINAL EXAMINATION POLICY⊛

Successful completion of this class requires taking the final examination **on its scheduled day**. The final examination schedule is posted on the Class Schedules site. No requests for early examinations or alternative days will be approved. This course does not require a Final Examination.

PLNU COPYRIGHT POLICY ⊛

Point Loma Nazarene University, as a non-profit educational institution, is entitled by law to use materials protected by the US Copyright Act for classroom education. Any use of those materials outside the class may violate the law.

PLNU ACADEMIC HONESTY POLICY⊛

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. Academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for that assignment or examination, or, depending on the seriousness of the offense, for the course. Faculty should follow and students may appeal using the procedure in the university Catalog. See Academic Policies for definitions of kinds of academic dishonesty and for further policy information.

PLNU ACADEMIC ACCOMMODATIONS POLICY⊛

If you have a diagnosed disability, please contact PLNU's Disability Resource Center (DRC) within the first two weeks of class to demonstrate need and to register for accommodation by phone at 619-849-2486 or by e-mail at DRC@pointloma.edu. See Disability Resource Center for additional information.

PLNU ATTENDANCE AND PARTICIPATION POLICY⊛

Regular and punctual attendance at all classes is considered essential to optimum academic achievement. If the student is absent from more than 10 percent of class meetings, the faculty member can file a written report which may result in de-enrollment. If the absences exceed 20 percent, the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation. See Academic Policies in the Undergraduate Academic Catalog.