ART 3015 Syllabus - 2023

Instructor

[Angelo Outlaw](#) is a SoCal-based designer, developer, and educator. Currently working as a Senior Vice President of UX for Generali, he is known for a quirky blend of creative sensibility and technical ability. With experience ranging from fine art and letterpress printing, to digital design and development, he has a wide-ranging and eclectic set of skills to share.

aoutlaw@pointloma.edu

Meeting Days and Time

Monday/Wednesday, 6 pm–8:20 pm

Course Description

In this course, we will explore the creative, technical, and strategic dimensions of interaction design. Through research, lectures, and projects, you will learn to confidently apply the skills necessary to create effective and engaging digital experiences. You will also participate in group activities designed to help you become more comfortable with a culture of iteration and collaboration.

We will follow a human-centered design process that includes planning and discovery, ideation, prototyping, and refinement.

Required Course Materials

Required Software

- [Figma](#)
- [Apple Keynote](#)
- Adobe Creative Cloud
- [Webflow](#) (if students choose to create a working website)

Textbook

There is no required textbook for this course. Reading material will be provided by the instructor or through self-discovery.

Course Learning Objectives

- Apply research methods such as user testing and participant observation to understand people's behaviors, attitudes, and expectations
- Get comfortable collaborating in group settings
- Use iteration and validation to discover and test possibilities within your designs
- Become comfortable with the practical application of concepts
- Develop an understanding of currently dominant design tools such as Figma, Adobe XD, Webflow, etc.
- Refine your ability to articulate your design decisions to an audience of your peers
- Engage successful design practices and professionals through agency visits, guest lectures, and community involvement

Course Structure

This is a studio class with time devoted to lecture, discussion, practice activities, design work sessions, and critique. The class consists of three in-class projects, a final project, and reading/viewing assignments to complement course work. Unless otherwise arranged, only ART 3015 work may be worked on in class.

Assessment and Grading

Class Participation

Students demonstrate ideal class participation by coming to class prepared, working during class hours, and actively participating in class discussions and critiques.

Presentations

At the end of the semester you will give a presentation (~10 minutes) of your final project. Your presentation should give insight into your design process and demonstrate proficiency with the course material.

Deadlines

Deadlines manage the process for any organization. Students are expected to have all of their assignments delivered on time by the start of the class in which they are due. For each day late, the student's grade on an assignment will be reduced by 10%.

Deliverables

Deliverables required for in-class critiques (i.e. prototypes, posters, presentations, etc.) should be uploaded to the course Google Drive folder digitally before class begins.

Individual assignment grades are determined based on the following elements:

10% - Professionalism and participation
30% - Process (specifics noted with each assignment)
30% - Craft (specifics noted with each assignment)
30% - Presentation

Assignment weights toward your final class score are as follows:

15% - Assignment 1
25% - Assignment 2
25% - Assignment 3
35% - Final Assignment

Bonus Points

While the above total percentages add up to 100%, the instructor reserves the right to add up to 5 bonus percent to a student's final score (out of 100%) to reward the following: work for extra credit for attending at least one industry event/workshop/conference combined with active participation in class discussion.

A Few Local Meetups and Organizations

- UX Speakeasy
- SDXD – San Diego Experience Design Professionals Network
- San Diego Accessibility & Inclusive Design
- Creative Mornings
- AIGA San Diego
- One Club San Diego

Creating a Culture of Care

Your education (and career) shouldn't just be about getting things done, it should be about carving out space to live a better life. Making that a reality, like anything else, takes practice. I want us all to practice investing in our health and the health of our relationships. Don't be afraid to step away from your screen. Go for a walk. Spend some time with friends and get involved in the creative community. Developing these habits now will dramatically impact your ability to maintain a healthy balance in your professional lives.

With the spirit of healthy balance in mind, each student is entitled to one personal day during the term. The only exception is during weeks 14 and 15. Simply let me know at least one class in advance.

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.

Academic Honesty

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.

Academic Accommodations

If you have a diagnosed disability, please contact PLNU's Disability Resource Center (DRC) to discuss your needs and to register for accommodation by phone at 619-849-2486 or by e-mail at DRC@pointloma.edu. See the Disability Resource Center for additional information.

Attendance and Participation

Regular and punctual attendance at all classes is considered essential to your academic achievements. If a student is absent from more than 10 percent of class meetings without prior arrangements, 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.