



User Experience Design (IS 247-001)

Fall 2016

Instructor:	Quentin Jones		
Day and Time:	Wednesday, 11:30 AM – 2:25 PM		
Location:	CKB 207		
Email:	quentin.jones@njit.edu		
Office hours & Location:	GITC 4215 by appointment		
Prerequisites	None	Credit	Three

Required Textbooks

A. Cooper. About Face 3: The Essentials of Interaction Design. ISBN: 0470084111
(Available on Moodle)

J. Preece, Y. Roger, & H. Sharp (2011). Interaction Design: Beyond Human-Computer Interaction (Available on Moodle)

Course Description

This course covers the fundamental concepts of interaction design and focuses on methods of doing scenario-based design.

It teaches students how they can apply these concepts by asking them to design prototypes and evaluate their designs. Learning by doing and teams work are two main components of this course.

Concepts and Methods to be Covered

Interaction Design, Scenario-based Design, Claims Analysis, Personas, Problem/Activity/Key-path Scenarios, Wireframing (Axure)

Evaluation

Weekly attendance and presentation grades	~40%
Final report: Team grade	~40%
Final report: Individual grade	~20%

Attendance Policy

If you miss 3 class sessions, you will automatically be deducted a letter grade. If you miss 5 class sessions, you will automatically fail the course.

Required Software/Hardware

Axure (<http://www.axure.com/>)

Web Resources

Moodle (<http://moodle.njit.edu>)

Getting Technical Help

The IST Helpdesk is the central hub for all information related to computing technologies at NJIT. This includes being the first point of contact for those with computing questions or problems.

There are three ways to contact the Helpdesk:

1. Call 973-596-2900. Monday - Friday 8 am - 7 pm.
2. Go to Student Mall Room 48. Monday - Friday 8 am - 7 pm
3. Log a Help Desk Service Request online - <https://ist.njit.edu/support/contactus.php>.

Course Outline (Subject to Change)

Week 1: Introduction to UX Design

Week 2: Design thinking

Readings: Interaction Design Ch. 1 / About Face Ch. 1 / Wicked Problems

Homework Due: Individual - install Axure and set up AFS directory

Week 3: Claims Analysis of commercial applications

Readings: About Face Ch. 2 / Claims Analysis examples

Homework Due: Group presentation: claims analysis of Rate My Professor, eBay, and Yelp

Week 4: Claims Analysis of commercial applications (part 2)

Readings: Scenario-based Design (Rosson & Carroll) / About Face Ch. 3 and 4

Homework Due: Group presentation - revised claims analysis of RMP, eBay, Yelp / Group presentation: claims analysis w/ 3 personas for each group / Individual: Axure exercise and mockup of Yelp

Week 5: Principled Design

Readings: Reputation systems paper / Recommender systems paper

Homework Due: Group presentation - revised claims analysis with all apps / Group presentation: review of theory literature / Group work: collaborative Axure exercise and mockup of Yelp

Week 6: Stakeholders and personas

Readings: About Face Ch. 5 / (Optional:) [Foundation of Great UX](#) / [Closer look at personas](#) / [Measuring UX-personas](#) / [Usability.gov-personas](#)

Homework Due: Group presentation - stakeholder list, target demographics, and 1 persona per group member

Week 7: Stakeholders and personas (part 2)

Readings: How do professionals use personas? (CHI'12)

Homework Due: Group presentation - stakeholder list and personas, Group work - interactive Axure prototype

Week 8: Problem scenarios and storyboards

Readings: About Face Ch. 6 / [Help a knight](#)

Homework Due: Group presentation - one Problem scenario and storyboard

Week 9: Problem scenarios (part 2)

Readings: Interaction Design Ch. 10 / [Up on the wall](#) / (Sentence highlighting not required:) [Storyboarding introduction](#) / [The user's story](#) / [UX design techniques-storyboards](#) / [Storyboarding in the design process](#)

Homework Due: Group presentation - Problem scenarios for all personas

Week 10: Activity scenarios and storyboards

Readings: Interaction Design Ch. 9

Homework Due: Group presentation - one Activity scenario and storyboard

Week 11: Activity scenarios (part 2)

Readings: About Face Ch. 7

Homework Due: Group presentation - Activity scenarios for all personas

Week 12: Key path scenario

Readings: Interaction Design Ch. 11-

Homework Due : Group presentation - key path scenario in Axure

Week 13: Key path scenario (part 2)

Readings: About Face Ch. 8

Homework Due: Group presentation - key path scenario in Axure

Week 14: Key path scenario (part 3)

Readings: About Face Ch. 12 and 13

Homework Due: Group presentation - key path scenario showing adherence to design patterns

Week 15: Key path scenario (part 4)

Readings: About Face Ch. 14

Homework Due: Group presentation - key path scenario showing adherence to design patterns

Plagiarism and Academic Integrity

The approved “University Code on Academic Integrity” is currently in effect for all courses. Should a student fail a course due to a violation of academic integrity, they will be assigned the grade of “XF” rather than the “F” and this designation will remain permanently on their transcript.

All students are encouraged to look over the University Code on Academic Integrity and understand this document. Students are expected to uphold the integrity of this institution by reporting any violation of academic integrity to the Office of the Dean of Students. The identity of the student filing the report will be kept anonymous.

NJIT will continue to educate top tier students that are academically sound and are self-disciplined to uphold expected standards of professional integrity. **Academic dishonesty will not be tolerated at this institution.**