Course Syllabus

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Course Syllabus – Web 1010 Exploring Web and User Experience – Fall 2016

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Objectives   Students in this course will review capabilities and limitations of technologies and their impact on society. We will discuss relevant economic, ethical, legal, and social issues related to technology and evaluate best practices. We will use a framework of interactive design principles to make decisions.

Resources   Tools such as internet sites, online and print magazines, books, software, computer games, and peripherals will be used as learning resources.

Expectations You may expect **me** to provide guidance in the learning process and to be fair in grading all assignments. You may expect **me** to be present and prepared.

I expect **you** to approach the course with enthusiasm and curiosity. I expect **you** to treat your fellow students with respect and to contribute informed opinions on topics of discussion. I expect **you** to complete your own work in a timely manner. I expect **you** to show up on time.

Grading Grades are based equal weighting of the following:

- weekly online discussions (timeliness, relevance)
- in-class participation (group presentations, informed opinions)
- assignments and projects (some in-class, some out-of-class)
- final project

Some assignments will be individual and some done in groups. **Late work will not be accepted.**

 To receive a grade of A:

- online discussions: Contribution should be at least a paragraph, related to course material, backed up with examples and compelling evidence to support your opinions.
- in-class participation: Express your opinion or contribute to discussion with your experience
- out-of-class work: Complete all expectations in assignment in a timely manner; work cooperatively with classmates on group work
- final project: Conduct research on one of course topics in-depth. Present research using technology.

Grades will be assigned according to the following scale:

A 90+   B 80-89   C 70-79   D 60-69   F < 60

Grades of + or – will be assigned at the instructor's discretion depending on student's diligence. If you miss two classes, you will not receive an "A" grade. If you **miss** more than four classes, you will **not** receive a passing grade. If you are**consistently** late, you will not receive an "A" grade.

Policies

Attendance: Due to the interactive format of this course, it is difficult to make up missed class time. If you miss class, check with a classmate and online to see what was covered. Time in class is devoted to assisting you master the material covered. Come to class on time.

Academic Honesty: Cheating and plagiarism are not tolerated. If you are caught cheating, you will be subject to academic discipline, including the imposition of university sanctions. A description of cheating and possible sanctions may be found in the Student Code. Copies are available from the vice president for student affairs and WSUSA. Plagiarism includes direct copying of others' work, purchasing papers or assignments on the web or elsewhere, or using the ideas, pictures or other intellectual property of others without attribution. Failure to maintain academic honesty will result in a failing grade on the assignment and possibly the course. Additional sanctions may be imposed.

Special Needs: Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in Room 181 of the Student Service Center. SSD can arrange to provide course materials (including this syllabus) in alternative formats.

Course Fees: Course fees are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.

Assignments Summary:

Date	Details	
Tue Aug 30, 2016	Present and Engaged - Day 1	due by 11:59p
Sun Sep 11, 2016	Persona - Who are YOU?	due by 11:59p
Mon Sep 12, 2016	Analyze Personas	due by 11:59p
	New I-Phone	due by 11:59p

Date	Details	
Tue Sep 13, 2016	Prep for Presentation	12a
Thu Sep 15, 2016	Prep for Presentation	12a
Tue Sep 20, 2016	User Interface Group Presentation	7:30am to 8:10a
	Functionality/Usability Group Presentation	8:10am to 8:45a
Thu Sep 22, 2016	Information Architecture/Web Group Presentation	7:30am to 8:10a
	Content Strategy and Interaction Design Group Presentation	8:10am to 8:45a
Tue Sep 27, 2016	Visual Design/Typography/Content Group Presentation	7:30am to 8:10a
Thu Dec 8, 2016	Contribute to Google Doc of Resources	due by 11:59p
	Participation in Weekly Discussions	due by 11:59p
	Best Practices	