

WEB 3500: UI PROTOTYPING & DESIGN

CONTACT INFORMATION

PROFESSOR

Noël Alton, DSc
She / Her / Hers
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OFFICE HOURS

Tuesdays: 10:00–12:30

Thursdays: 1:00–3:30

Or by appointment, via Zoom.

COMMUNICATION (OUTSIDE OF CLASS):

If you have any questions about the course or need assistance, please schedule a visit during office hours using [Google Calendar](#).

If you need to talk to me outside of office hours, please email me and we will set a time.

COURSE DESCRIPTION

Students will learn the elements of user interface design as it applies to front-end web and mobile app development. Students will identify best practices in user interface design. Using those best practices they will rapidly prototype an effective user interface.

Pre-requisite(s): WEB 2500 or CS 2335, WEB 1400 or CS 1400

COURSE OUTCOMES

At the conclusion of this course students will:

1. Understand how to complete a competitive analysis
2. Understand the basic requirements of accessibility and universal design
3. Understand the differences between low, medium, and high fidelity prototypes
4. Understand and use the HEART framework to structure their user testing
5. Collect data on their users through user surveys, task performance, and interviews
6. Design/Create personas, empathy maps, and journey maps

7. Design/Create low, medium, and high fidelity prototypes
8. Design/Create research report-outs that support their design choices
9. Apply design sprints to the development of prototypes
10. Assess the accessibility of a website using an online tool

GRADING

A	93–100%
A-	90–92.9%
B+	87–89.9%
B	83–86.9%
B-	80–82.9%
C+	77–79.9%
C	73–76.9%
C-	70–72.9%
D+	67–69.9%
D	63–66.9%
D-	60–62.9%
E	Less than 60%

COURSE WEBSITE

WSU Online is where course modules, assignments, grades, and announcements will reside. It can be accessed from <https://canvas.weber.edu>. For Canvas-related technical support, please click the HELP link in the top right corner of your screen. You can also call WSU Online at (801) 626-6499 or email wsuonline@weber.edu.

All assignments and projects need to be submitted through Canvas, the university's learning management system. Canvas is also where you will find due dates, reading assignments and descriptions for all work each week.

ONLINE RESOURCES

READING

[Designing UX: Prototyping](#) (online and free)

By: Ben Coleman, Dan Goodwin

Publisher: SitePoint

Pub. Date: March 2017

Print ISBN-13: 978-0994347084

Online: [O'Reilly Online](#)

[Designing Interfaces, 3rd Edition](#) (online and free)

By: Jenifer Tidwell, Charles Brewer, Aynne Valencia

Publisher: O'Reilly Media, Inc

Pub. Date: January 2020
Print ISBN: 978-1492051961
Online: [O'Reilly Online](#)

TOOLS

- Adobe XD: students can sign up for access to Adobe tools and products. To request access, go to the [Adobe CC for Students page](#) and follow the instructions.

ASSIGNMENTS AND FINAL PROJECT

This class is focused on being able to create a website (or application) using user experience principles and practices. For this reason, you will be asked to submit several smaller assignments that will support learning the skills necessary to complete your final project.

EXTRA CREDIT

Please don't ask for extra credit.

LATE WORK

Late assignments will receive a 10% deduction for each day late up to a week. After one week, no assignments will be accepted. Assignments must be completed by the scheduled date and time unless a student has extenuating circumstances such as a car accident or hospital emergency (with documentation). Notification to the instructor must be made within 24 hours of a missed assignment in order to be eligible for 'make-up' work. All make-up work is subject to a 20% late penalty, and must be completed within 14 days of the original due date.

TIME COMMITMENT

As a general rule, you should spend at least three times the number of credit hours assigned to the class. For example, this is a three-credit-hour class $3 \times 3 = 9$. You should expect to spend at least 9 hours a week working on this class.

TIPS FOR SUCCESS

One cannot learn all of the material by just reading the text; practice is critical when learning user experience design and user research principles. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept, please come and see me during my office hours. The number one thing you can do is ask questions when you don't understand something.

COURSE POLICIES

STUDENT EXPECTATIONS IN GENERAL AND DURING COVID

Please refer to the following resources for information about the university's expectations for Fall 2020:

- [Student Expectations for Fall 2020](#)
- [Digital Addendum to Course Syllabi](#)

COURSE FEES

Course fees in the Network Management Technology major are designed to cover the costs of equipment maintenance and replacement, software, consumable materials and supplies, instructional resources, and certification.

TECHNICAL SUPPORT

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8 am - 5 pm and Fridays from 8 - 4:30 pm. You can leave a message during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

ACCOMMODATIONS FOR STUDENTS WITH DISABILITIES

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary. For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or departments.weber.edu/ssd

ETHICAL CONDUCT

Any form of academic dishonesty (cheating, plagiarism, etc.) is unacceptable. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating, as stated in the student code.

1. Cheating, which includes but is not limited to:
2. Copying from another student's test;
3. Using materials during a test not authorized by the person giving the test;
4. Collaborating with any other person during a test without authorization;
5. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official
6. Bribing any other person to obtain any test;
7. Soliciting or receiving unauthorized information about any test;
8. Substituting for another student or permitting any other person to substitute for oneself to take a test.

9. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;
10. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
11. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
12. Giving, selling, or receiving unauthorized course or test information;
13. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
14. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.