

Syllabus
WEB 3500 - User Interface Design and Prototyping
Spring Semester 2020

Instructor: Tom Bell
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Textbook

No textbook – videos and other learning material will be used.

Learning Objectives

Learn how to study user tasks in context.
Learn how to prototype and test solutions.
Learn how to evaluate usability of a system.
Learn how to communicate the process and results of a design exercise.

Outcomes

Understand and implement the Design Thinking Process
Create prototypes using at least 2 different software solutions.
Understand why prototyping is important to businesses.
Complete usability testing on the prototype and design.
Understand the difference between and uses for low-fidelity and high-fidelity prototypes.

Class Participation

Class will consist of video lectures, discussions, and assignments.
It is important that students: 1) Listen to / view the weekly lectures, 2) Participate in discussions, and 3) Complete assignments on time.

Homework Assignments

There will be an assignment due nearly every week. The assignments will be posted in the Course Syllabus and weekly modules on Canvas.

Exams

There will be no exams for this course. Projects will be used in lieu of examinations.

Grading Structure

Assignments	70%
Projects	30%
Total	100%

Grading Scheme

A	100% to 94.0%	C	< 77.0% to 74.0%
A-	< 94.0% to 90.0%	C-	< 74.0% to 70.0%
B+	< 90.0% to 87.0%	D+	< 70.0% to 67.0%
B	< 87.0% to 84.0%	D	< 67.0% to 64.0%
B-	< 84.0% to 80.0%	D-	< 64.0% to 61.0%
C+	< 80.0% to 77.0%	E	< 61.0% to 0.00%

Accommodations for 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.

Course Fees

Course fees for the Web & UX major 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

Late Work

You will be able to submit one assignment as late for full credit and after that all late assignments will be given half credit.

Academic Honesty

WEB policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

Academic dishonesty will not be tolerated in this class. There are no circumstances that would allow for cheating. Students are expected to maintain the highest standard of academic honesty in this class – such standards of integrity and academic ethics will carry through your careers. The WSU Student Code clarifies cheating, which includes, but is not limited to:

1. Copying from another student's test;
2. Using materials during a test not authorized by the person giving the test;
3. Collaborating with any other person during a test without authorization;
4. 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
5. Bribing any other person to obtain any test;
6. Soliciting or receiving unauthorized information about any test;
7. Substituting for another student or permitting any other person to substitute for oneself to take a test.

Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;

Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;

Giving, selling, or receiving unauthorized course or test information;

Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;

Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

Allocated Time

This is a three-credit hour class. You should expect to spend two or three hours of study time per week for each credit hour of a university course. Web & UX classes typically require study time in the upper range.

"I REALLY, REALLY NEED TO PASS" Policy

The best and most effective way to pass this class is to submit assignments and classwork on time, read the material, and take notes. If you complete and submit all assignments and class work on time, you should have no trouble passing this class. If you approach me at any time, asking for a special allowance to be made, and have not submitted all assignments and class work on time then, in the words of the great Gandalf the Grey, "You shall not pass!"

The curriculum in this class has been carefully designed to fit the number of weeks in this course. In order to assure the academic integrity and rigor of this course, student grades must be founded on the degree to which the course requirements are fulfilled.

Class Schedule

See the `Modules` section.