

PRINCIPLES OF INTERACTION DESIGN

LMC 3710 | Spring 2020 | Corbett

Instructor: Eric Corbett
Office: Outside of TSRB 323
Office Hours: By appointment on Wednesdays
Email: ecorbett@gatech.edu
Class Meetings: Monday & Wednesday, 8:00am – 9:15pm, Skiles 357

Course Description

In this course we will study and explore the principles and practices of interaction design. You will be introduced to a number of different techniques and tools for understanding particular interaction design challenges, you will develop scenarios and storyboards, create low-fidelity prototypes, and iterate on those prototypes to create a final design project.

Prerequisites

CS 1301 or CS 1315 or CS 1321 or CS 1371 and LMC 2100 or LMC 2700,
LMC 2720 *strongly recommended*

Course Objectives

After taking this course you should have an advanced understanding of interaction design and developed skills that will enable you to:

- Compellingly communicate design concepts and the rationale behind them
- Create inventive design artifacts with an awareness of history, audience, and context
- Contribute to the development of new genres and forms of digital media
- Appreciate and evaluate future trends in the development of digital media
- Work effectively in teams to accomplish a common goal

Grading

The total grade for the class will be based upon the following factors and weights:

Participation	10%
Individual Assignment: Your Voice Experience	5%
Paired Assignment: Voice Interaction in Media	5%
Reading responses	15%
Group Project: Framing the Experience	15%
Group Project: Filtering the Experience	15%
Group Project: Evaluating the Experience	20%
Group Project: Presenting the Experience	15%

Attendance & Participation

Class attendance and participation is mandatory. Participation in class discussion and in design studios are imperative because they allow you to explore content and design process collaboratively. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

Missing more than 2 classes will result in a loss of 1 letter grade.

Please note that there are three kinds of absences that will **not** be counted against your participation grade **provided that** you provide appropriate documentation within one week of the absence:

- If you have a family emergency and provide me with a note from the proper authority.
- If you have a GT extracurricular activity and provide me with a note from your coach or advisor.
- If you have an internship or job interview and provide me with documentation from the company in question (the invitation to the interview is ideal in this case).

Reading & Reading Responses

There are no required texts for this course. All readings will be made available through canvas. You will need to write 300- to 500-word responses to the readings through the course of the semester. Each response should be posted as in-line text (no attached documents!) to the “Reading Responses” assignment in Canvas by 8pm the day before the next class:

- readings assigned Monday are due Tuesday 8pm.
- readings assigned on Wednesday are due Sunday 8pm.

Responses are graded on a 3-point scale (3 = exceptional, 2 = adequate, 1 = insufficient).

Course Schedule

What follows is an outline for the semester. As the semester progresses, we may adjust dates and materials; however, unless specifically stated in class, you should assume this schedule is current and accurate.

Week 1	January 6	Lecture: Introduction to Interaction Design <i>For Next Class:</i> <ul style="list-style-type: none">• Look up PC World, “Speech Recognition Through the Decades: How We Ended Up With Siri”• Look up Google’s “Voice Access” app• Read: Corbett, “What Can I say”
	January 8	Lecture: What Can I Say? <i>For Next Class:</i> <ul style="list-style-type: none">• Begin Assignment: Your Voice User Experience• Read: Buchanann, “Design Research and the New Learning”• Read: McCarthy and Wright, “Technology as Experience” Chapter 6

	January 13	Presenting Your Voice User Experience I
Week 2	January 15	Presenting Your Voice User Experience II <i>For Next Class:</i> <ul style="list-style-type: none"> • Read: Moggridge, “Designing Interactions” • Read: Norman, “Psychology of Everyday Things, Chapter 1”
	January 20	MLK DAY
Week 3	January 22	Lecture: Good Interaction Design & Design Process
	January 27	Lecture: Good Interaction Design & Design Process II <i>For Next Class:</i> <ul style="list-style-type: none"> • Begin Assignment: <i>Voice Interaction in Media</i> • Read: Bleecker, “Design Fiction”
Week 4	January 29	No Class: Pair Project Work
	February 3	Group Presentations: Voice Interaction in Media I
Week 5	February 5	Group Presentations: Voice Interaction in Media II <i>For Next Class:</i> <ul style="list-style-type: none"> • Read: Holtzblatt, “Contextual Design Evolved” *read to page 21* • Look Up: Nielsen Norman Group, “Which UX Research methods?”
	February 10	Lecture: Contextual Design I (Inquiry) <i>For Next Class:</i> <ul style="list-style-type: none"> • Read: Holtzblatt, “Contextual Design Evolved” chapter 4
Week 6	February 12	Lecture: Contextual Design II (Consolidation)
	February 17	In Class Affinity Diagramming <i>For Next Class:</i> <ul style="list-style-type: none"> • Read: Pruitt and Grudin, “Personas: Practice and Theory” • Read: Carroll, “Five Reasons for Scenario-Based Design”

	February 19	Lecture: Scenarios and Personae
	February 24	Studio Day: Models and Personae
Week 8	February 26	Framing the Experience Presentations <i>For Next Class:</i> <ul style="list-style-type: none"> • Begin: Filtering the Experience • Read: Lim, Stolterman, and Tenenber “The Anatomy of Prototypes” • Read: Greenburg et al., “The Narrative Storyboard”
Week 9	March 2	Lecture: Prototyping Interaction I <i>For Next Class:</i> <ul style="list-style-type: none"> • Read: Warfel, “Prototyping ch. 1–3.”
	March 4	Lecture: Prototyping Interaction II
	March 9	Studio Day
Week 10	March 11	Filtering the Experience Presentations <i>Over the break:</i> <ul style="list-style-type: none"> • Read: Bernsen, “Wizard of Oz Prototyping: When and How? “ • Begin Evaluating the Experience
Week 11	March 16	Spring Break
	March 18	Spring Break

Week 12	March 23	COVID Break
	March 25	COVID Break
Week 13	March 30	Lecture: Wizard of Oz and Voice Prototyping (Asynchronous) <i>For Next Class:</i> <ul style="list-style-type: none"> • Begin Evaluating the Experience • Read: Dumas and Redish, “A Practical Guide to Usability Testing” • Read: “How to Conduct a Heuristic Evaluation” • Look up “10 Usability Heuristics for User Interface Design”
	April 1	Lecture: Usability & Heuristics (Asynchronous)
Week 14	April 6	Virtual Studio (Asynchronous)
	April 8	Presenting Your Study Plan (Synchronous)
Week 15	April 13	Virtual Studio (Asynchronous)
	April 15	Evaluating the Experience Presentations (Synchronous) <i>For Next Class:</i> <ul style="list-style-type: none"> • Read Kolko, “Abductive Thinking and Sensemaking”
Week 16	April 20	Lecture: Design Synthesis (Asynchronous)
	April 27	No Class

General Class Policies

It is important to keep in mind that this class focuses on the principles and processes of information design, not on technical skills; it is therefore up to you to develop and/or hone your facility with Adobe Illustrator, InDesign, and Photoshop.

Students whose work meets all criteria outlined for an assignment will receive a grade of C; students whose work meets all criteria and shows additional sophistication, thoughtfulness, research and creativity will receive a grade of B; students whose work meets all criteria and goes well beyond the expected in terms of sophistication, thoughtfulness, research, and creativity will receive a grade of A; students whose work fails to meet to all criteria outlined for an assignment will receive a grade of D or F.

Late assignments will not be accepted. Presentations must be given on the designated day.

Lectures will not be posted. It is your responsibility to take notes and remain attentive in class.

If you have questions or concerns about this or any other course policies stated in this syllabus, class assignments, email correspondence, or announced in class, please speak with me in class, during office hours, or via email as soon as possible so that we can discuss your concerns.

Debate, Diversity, and Respect

In this class, we will present and discuss a diversity of perspectives. Although you may not always agree with others' perspectives, you are required to be respectful of others' values and beliefs. Repeated inappropriate or abusive comments and/or behavior will be cause for disciplinary action. If you feel that your perspectives are being ignored or slighted, or you in anyway feel uncomfortable in the classroom, please contact me immediately.

The Communication Center

The Communication Center is located in Clough Commons, Suite 447. It is an excellent resource for any student (undergraduate or graduate) who wants help with a communication-related project. You can visit the center for help at any stage of the process for any project in any discipline. The knowledgeable and friendly tutors are available to help you develop and revise your projects. They are not available to "fix" your projects. Please do not ask the tutors to proofread or edit your projects.

For information on making an appointment please visit their website. If you need assistance with the appointment system, you can call 404-385-3612 or stop by the center.

All services are free and confidential.

Students with Disabilities

Students should self-report to the Access Disabled Assistance Program for Tech Students at:
220 Student Services Building
Atlanta, GA 30332-0285
404.894.2564 (voice) or 404.894.1664 (voice/TDD)
www.adapts.gatech.edu/guidebook.html

Scholastic Dishonesty and Academic Misconduct

This class abides by the university's policies relating to plagiarism, scholastic dishonesty, and academic misconduct. Per the Georgia Tech Code of Conduct, plagiarism is defined as:

- **Unauthorized Access:** Possessing, using, or exchanging improperly acquired written or verbal information in the preparation of a problem set, laboratory report, essay, examination, or other academic assignment.
- **Unauthorized Collaboration:** Unauthorized interaction with another Student or Students in the fulfillment of academic requirements.
- **Plagiarism:** Submission of material that is wholly or substantially identical to that created or published by another person or persons, without adequate credit notations indicating the authorship.
- **False Claims of Performance:** False claims for work that has been submitted by a Student.
- **Grade Alteration:** Alteration of any academic grade or rating so as to obtain unearned academic credit.
- **Deliberate Falsification:** Deliberate falsification of a written or verbal statement of fact to a Faculty member and/or Institute Official, so as to obtain unearned academic credit.
- **Forgery:** Forgery, alteration, or misuse of any Institute document relating to the academic status of the Student.
- **Distortion:** Any act that distorts or could distort grades or other academic records.