

# SYLLABUS

**ART 229: INTERFACE DESIGN I**  
KAPIOLANI COMMUNITY COLLEGE, UH  
Spring 2017, CRN 33711

Online: [www.ailedgarcia.com/229](http://www.ailedgarcia.com/229)

AILED GARCIA, INSTRUCTOR  
EMAIL [ailed@hawaii.edu](mailto:ailed@hawaii.edu)  
CELL 808.343.9565  
Office Hours: [ailedg](#) via [Skype](#)  
Weds: 4:30-6:30pm, [YouCanBook.Me](#)

*All Assignments and Homework due as specified  
and by date/time listed on the Course Website.*

## COURSE DESCRIPTION

**Art 229 Interface Design I** (3) AA/DA 6 hours lecture/lab per week. Prerequisite(s): ART 125 with a grade of "C" or higher; ART 127 with a grade of "C" or higher; credit or concurrent enrollment in ART 128; satisfactory completion of the Interface Design I portfolio review or acceptance into a NMA AS specialization. ART 229 may not be audited. Special Approval: Academic Advisor Approval

*ART 229 Interface Design I provides a foundation of interface design skills, techniques, and principles necessary to design visually effective, user-friendly web sites. Through lessons, demonstrations, and hands-on projects, this course explores how the fundamental elements and principles of graphic design are applied through the design process for creating interactive interfaces. Students go through the analysis, information architecture, conceptual planning, and visual layout designing stages of the web design process and document their findings through client documentation and presentations.*

## COURSE OBJECTIVES & COMPETENCIES

*Upon successful completion of Art 229, the student should be able to:*

**10%** Introduction to the basic principles and concepts for designing interactive interfaces.

**10%** Overview of the full creative process for interface design with an emphasis on the early stages of analysis, conceptual planning, and design.

**10%** Introduction to industry standard client documentation including project briefs, site maps, and wireframes.

**10%** Analysis stage in detail including conducting a competitive analysis, defining user profiles/ personas, defining user tasks, primary goals and primary outcomes for the user and client, mapping user work flows, defining functionality and technical specifications.

**10%** Conceptual planning stage in detail including mapping the information architecture, defining content hierarchies, grouping content, and designing the general content layout using wireframes.

**10%** Utilize industry standard software to visually execute professional quality interface designs.

**10%** Using contemporary techniques, technologies, and design patterns.

**10%** Multiple rounds of designs with iterative changes.

**10%** Critiquing the work of self and others.

**10%** Using all of the information gathered throughout the early stages of the design process to create final quality, client ready designs for presentation and eventual conversion to HTML.

## COURSE CONTENT

Apply basic concepts and principles of interface design, user experience design, and information architecture in the creation of client-based interactive applications and web sites.

Utilize industry standard graphics editing software to design the content structure, informational hierarchy, navigation, user workflow, and visual layout for interactive client-based interfaces.

Apply knowledge of the theory, history, and principles of interface design in the creation new media art.

Apply successful problem-solving skills utilizing industry standard applications, technologies, and techniques in the creative and technical production process.

Communicate effectively, both visually and verbally, by presenting work, defending design decisions, and by participating as an active critic during group critiques.

Synthesize the concepts and principles of graphic design with interface and user experience design in the creation of interactive interfaces that integrate conceptual thinking, technical execution, and aesthetic application.

## METHOD OF INSTRUCTION & INSTRUCTOR'S EXPECTATIONS

The method of instruction will include a *Course Website* guiding you through a series of assignment handouts, sample student works, readings, video and written tutorials lectures with software demonstrations, instructor project feedback, and online peer group critiques.

You are expected to complete and turn-in homework assignments on time and in the requested format in order to progress through the class smoothly and with enough time to get the necessary feedback to make improvements on your project. I will be keeping track of your progress/participation via your weekly homework assignments.

During critiques and Skype sessions, all students are required to participate as both presenters and active critics. You are expected to be honest, yet considerate and tactful at all times.

Since this is a college course, time outside of class will need to be consistently spent on projects to meet the requirements of the class.

If you are uncertain about the course instruction or content at anytime, or are having difficulty keeping up with the course, you are expected to contact the instructor via email or phone, as soon as possible or via Skype during class office hours or Skype sessions—I will be more than happy to assist you, as time permits.

## COURSE PROJECTS & METHOD OF EVALUATION

**Total Class Points: 300 pts**

**Project 1: Website I worth 100 pts**

**Project 2: Website II worth 100 pts**

**Homework: Weeks 1-7, 9-15 worth 100 pts**

You will be completing two projects in the span of the semester. A written *Assignment Sheet* with project specifications will be posted on the *Course Website*.

A written project *Grade Sheet* with an evaluation rubric will be posted on the *Course Website*. Class participation will also be a factor and will be evaluated through weekly homework turn-in and tied into your project grade for each project. All graded components of the course will also be documented on *Laulima Gradebook*

COURSE GRADING SYSTEM

A: 90–100 B: 80–89.9 C: 70–79.9 D: 60–69.9 F: 0–59.9

*Whatever method of evaluation is used, it is understood that the instructor reserves the right to make necessary and reasonable adjustments to the evaluation policies outlined.*

**MISSING ASSIGNMENTS OR SKYPE SESSIONS POLICY**

*All assignments due as specified and by date/time listed on Course Website & Lulima Assignment.*

**UNEXCUSED LATE HOMEWORK ASSIGNMENTS:** All late *homework assignments* will be docked 1 point, and are due no later than NOON on the following day Thursday after Wednesday due date.

**UNEXCUSED LATE FINAL PROJECTS 1 & 2:** All late *projects* will be docked 1 letter grade (-10 points penalty), irrespective how many hours or days it is late. You have up to 2 weeks from due date to turn in a late Project 1, and only 1 week from due date to turn in late Project 2, due to grades rolling at the end of the semester.

**IN ADDITION TO LATE PENALTY:** *Unexcused Late Projects/Assignment Submissions will result in late grading, without feedback.*

**MISSED SKYPE SESSIONS:** If you miss your weekly Skype session, and cannot reschedule due to conflicting schedules, then you forgo your feedback, but your assignment will be graded and returned without feedback. ....

When registering for the course you are committing to its schedule and its requirements. Students should strive to meet all course requirements on time, unless excused by the instructor. Please know that Work is technically not considered an excused reason for missing assignments for this class, as they are both regarded as equal obligations.

Valid reasons are considered on a case-by-case basis, but may include sudden serious injury, illness, jury duty, military service or death of close family member or relative that coincides with the missing assignments. In all cases it is the responsibility of the student to inform the instructor and provide documentation in order to be excused and granted an extension for the missing assignments. Extensions to deadlines, WITHOUT PENALTY, based on an EXCUSED condition or circumstance, is set at the instructors' discretion. ***Incompletes for the course are only granted under compelling circumstances.*** The instructor will try to be fair and set a date that considers the nature of the circumstance and the requirements of the course.

*AS PER UHM's Statement on Student Responsibilities:*

In instructional activities, students are responsible for meeting all of the instructor's attendance and assignment requirements. Failure to do so may affect their final grade. In all college-related activities, including instruction, they must abide by the college's codes and regulations, refraining from behavior that interferes with the rights and safety of others in the learning environment. Finally, if they decide to file a grievance, they are fully responsible for providing proof that they have been wronged.

**SUPPLIES AND MATERIALS**

- 1 Pencil & Paper for your notes
- Domain & Server Space
- 1 Portable Storage Device (USB/Thumb/Jump/Flash Drive or External Hard Drive) of 1 GB or above storage capacity.
- Computer and Adobe Software (or use of NMA Labs)

**REQUIRED TEXT**

*Don't Make Me Think : A Common Sense, Approach to Web Usability* (3rd Edition) by Steve Krug

**DISABILITY SUPPORT SERVICES (SSSO)**

If you are a student with a documented disability and have not voluntarily disclosed the nature of your disability so that we may coordinate the accommodations you need, you are invited to contact the ***Disability Support Services Office (DSSO)*** in `Ilima 107, ph.734-9552, or email kapdss@hawaii.edu for assistance. For students whose primary disability is Deaf or hard of hearing, contact the KCC Deaf Center in Manono 102, ph. 734-9210 (V) or 447-1379 (videophone).