

Spring 2020

## IT 201-008: Information Design Techniques

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## IT201 Information Design Techniques

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### OVERVIEW

This course provides a practical overview of the interactive design and programming principles through the lens of interactive 3D development. Experience is gained in user experience diagramming, feature-centered design, event-driven programming, user interfaces, and multimedia development. Students gain experience with the development of graphics, animations, interface elements and interactive experience building through the use of C# programming in the Unity content creation engine. Projects focus on cross-platform delivery of web applications using WebGL.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sprint 1 Input				Sprint 2 Graphics					Sprint 3 Animation				Final	

### COURSE STRUCTURE

The course is broken up into four sections, focusing on refining your skills in interactive design, graphics, animations with programming and interaction design being present in all sections. Each section has 3-4 weeks of instruction lead project development with the last section giving freedom for the students to demonstrate their newly learned skill sets in a do it yourself project. Each week has three hours of class time, with 1.5 hours in live instruction, 1.5 hours in online instruction, and 2-3 hours of project work. Both live and online instruction is accompanied by exercises to practice new knowledge. The only graded items in the class are the projects due at the end of each of the four sprints and one exam at the end of class.

### PEER MENTORING

Problem-solving/troubleshooting/impediments: ask other students first, check out the documentation and then ask me. There will be technical and creative help forums on moodle, and students get credit by helping other students in those forums. Feel free to email students for help in the class as well or meet outside of class.

### ATTENDANCE POLICY

This is a hybrid course. You need to come to the live class to do your best in the online part and get feedback on your projects. There are parts of the project not in videos.

### ACADEMIC INTEGRITY

The NJIT Honor Code expects the work you submit is the result of your effort only.  
CREDIT ALL WORK YOU USED FROM ANOTHER SOURCE.

## **CLASSROOM CONDUCT POLICY**

Constructive involvement includes regular attendance, constructive discussion, helping students, and volunteering for demonstrations. Non-constructive involvement includes non-participation and non-constructive negative comments. Be respectful and a good class citizen, but make sure to give to student some useful advice.

## **SPRINT PROJECT GRADING STRUCTURE**

At the end of each sprint, there will be a week to submit your deliverables and take a written exam based on material from that sprint. You can submit the sprint and take the exam during regular class time for potentially 100% of sprint grade, or take it during office hours for potentially 85% of sprint grade. Either way, you start the following week on the next sprint with a starter project from the professor. This way, if you cannot complete a sprint, you start on the same page with the rest of the students for the next sprint. Come to class each week to ensure you are on the right path for the sprint.

## **STUDY PARTICIPATION GRADING STRUCTURE**

A list of studies will be presented to you during a class. They will take in total one hour of your time. You can schedule to take the study when it's convenient for you during the semester. Participating in a study will give you a learning experience into how UX research is done as part of the HCI component of the class. If you cannot participate in a study, you will be given a sprint 4 deliverable to do for the grade as an alternative.

## **GRADING POLICY**

The final grade is calculated from the three sprint deliverables with an exam, one study participation, and one final exam. If you cannot participate in the study then a sprint 4 deliverable will be assigned to you. Please note that a D is still a passing grade for IT students. It counts toward graduation, you just need to keep your total GPA over 2.0.  
A 90-100 | B+ 86-89 | B 80-85 | C+ 76-79 | C 70-75 | D 60-70 | F < 59

Sprint 1 Deliverable & Exam	25%
Sprint 2 Deliverable & Exam	25%
Sprint 3 Deliverable & Exam	25%
Study Participation or Sprint 4	5%
Final Exam	25%