

Spring 2020

IT 201-012: Information Design Techniques

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IT-201 Information Design Techniques Fall 2019

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Office Hours: Mondays 1 pm - 3 pm, Wednesdays 1 pm - 3 pm, or by appointment.

TA: Kevin Nacamuli | **Email:** ktn8@njit.edu

TA Hours:

Mondays 1pm - 3pm, Wednesdays 2:30pm to 4:30pm, Fridays 2:30pm to 4:30pm

Lab Hours: Mon 4-6pm, Wed 2:30-6pm, Thu 1-2:30pm and 4-6pm, Fri all day (10:00am and 4:30pm). You can use the computers as long as there are no classes running.

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 using C# programming in the Unity content creation engine. Projects focus on cross-platform delivery of web applications using WebGL.

COURSE STRUCTURE

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 polish their 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 are accompanied by exercises to practice the new knowledge. The only graded items in the class are participation (in class and/or online), the projects due at the end of each of the four sprints, and one exam.

PEER MENTORING

Problem solving/troubleshooting/impediments: ask other students first, check out documentation and then ask me. There will be technical and creative help forums on canvas, 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.

ACADEMIC INTEGRITY

The NJIT Honor Code will always be upheld . The work you do and submit is expected

to be the result of your effort only. CREDIT ALL WORK YOU USED FROM ANOTHER SOURCE.

ATTENDANCE POLICY

This is a hybrid course. You need to come to the live class to do your best in the online part of the class and get feedback on your projects.

PARTICIPATION POLICY

Your active participation in class and online are expected. Participation can take the form of asking questions, providing answers, sharing helpful tips, volunteering for demonstrations, and anything that can help your peers understand the material.

CLASSROOM CONDUCT POLICY

Constructive involvement includes regular posting in all forums, constructive discussion, helping other students, and volunteering for demonstrations. Non-constructive involvement specifically includes non-participation in the forums, negative comments, and not offering a way to improve another student's project if you point out a criticism. Be respectful and a good class citizen, but make sure to give to student some useful advice.

GRADING POLICY

Final grade is calculated from the four sprint projects and the one exam.

Project 1 is worth 20% of final grade

Project 2 is worth 20% of final grade

Exam is worth 20% of final grade

Project 3 is worth 20% of final grade

Project 4 is worth 10% of final grade

Participation is worth 10% of final grade

EXTRA CREDIT

A list of studies will be presented to you during a class. Each study 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. Participation in 2 Research Studies is optional and is worth 5% of your grade. You will have to provide proof of participation from the researcher conducting the studies in order to obtain the extra research participation credit.

Late Policy: 25% penalty for each week late on projects, after 4 weeks late you will receive a Zero.

A 90-100 | B+ 86-89 | B 80-85 | C+ 76-79 | C 70-75 | D 60-70 | F < 59

Please note that a D is still a passing grade for IT students. It means the student did minimal work in the class, but still counts towards graduation as long as the total GPA is over 2.0.