

## COURSE DETAILS

**Meetings:** M/W 6:30 – 7:45 p.m. in person

**Instructor:** Ann Navin, [navina@msoe.edu](mailto:navina@msoe.edu)

**Office Hours:** By appointment

## COURSE DESCRIPTION

UX interaction design focuses on the flow of user tasks, sequences of events, interaction patterns, and cues that direct and guide the user in specific activities. This studio course builds on the concepts and tools learned in Interface Design. Students will explore the interaction design process with a hands-on project, culminating in a prototype and design documentation for a proposed solution. Students will strengthen their ability to execute user-centered design practices, including current state analysis, UX research, wireframing, prototyping, incorporating user feedback, and presenting design solutions and rationale.

*Prerequisites: UXD 1030*

## LEARNING OUTCOMES

1. Demonstrate a practical understanding of interaction design best practices across platforms.
2. Plan, conduct and document an interaction design project.
3. Create Figma prototype and design rationale presentation.
4. Demonstrate knowledge of HTML, CSS, and JavaScript as they pertain to interaction design.

## COURSE MATERIALS

Selected online articles and resources for class discussions (*see Canvas*)  
Activities/Case Studies/Assignments presented in class

## COURSE ASSIGNMENTS

- Class participation and activity completion – 300 pts (30%)
- Generate project ideas – 50 pts (5%)
- Interaction design case study analysis – 50 pts (5%)
- Create a solution for case study in Figma – 50 pts (5%)
- HTML/CSS/Javascript tutorial – 100 pts (10%)
- Complete project template – 100 pts (10%)
- In-class project presentation – 100 pts (10%)
- Final project – Figma prototype and design documentation – 250 pts (25%)

## COURSE POLICIES

- **Be a good human:** We are all different, but on this journey together. Let's be kind and treat each other with respect.
- **Attendance:** Regular attendance matters if you want to pass the course. I'll be doing some teaching, but a big part of the experience will be activities and discussions during class. *Take advantage of class time for questions and help since I won't have regular office hours (due to my day job).*
- **Assignments:** Submitting finished work on time leads to good grades. To keep things fair, I'll deduct 10% from your grade daily for more than three no-shows or late/incomplete work unless there is a good reason.
- **Communication:** Having trouble making it to class, submitting your work, or just getting your head around the course? Let me know ASAP. Waiting too long to tell me makes it tough for me to do much for you.
- **Extra Credit:** Sorry folks, no extra credit in this course.
- **Canvas:** Your go-to for schedule, assignments and grades.
- **ADA:** MSOE's ADA policy applies.
- **Grading and Plagiarism:** MSOE grading system academic integrity policy apply.
- **Generative AI:** Allowed only when I state it explicitly in the assignment or class.

## COURSE SCHEDULE OUTLINE

*Check Canvas for details*

### WEEK 1: INTRO TO INTERACTION DESIGN

W: Intros and course overview

### WEEK 2: INTERACTION DESIGN PRINCIPLES

M: Introduction to interaction design principles  
W: Interaction design principles cont'd

### WEEK 3: PROJECT IDEAS and DESIGN PATTERNS

M: Review of UX tools for a successful project  
W: Interaction design patterns

### WEEK 4: INTERACTION DESIGN and PLATFORMS

M: UX interactions in different platforms  
**Case study analysis assignment due Monday**  
W: UX interactions cont'd

### WEEK 5: CODE FOR INTERACTION DESIGNERS

M: HTML/CSS/Javascript in interaction design  
**Project ideas assignment due Monday**  
W: HTML/CSS/Javascript cont'd  
**Case study solution assignment due Wednesday**

### WEEK 6: PROJECT PLAN

M: Define projects, create project plan  
W: Work on project plan and resources  
**HTML/CSS/Javascript tutorial due Wednesday**

### WEEK 7: FIELD WORK/RESEARCH

M: Field work/research  
W: Field work/research cont'd

### WEEK 8: PROJECT DEFINITION

M: Analyze findings, interaction patterns  
W: Work on project template

### WEEK 9: WIREFRAMES

M: Flows and wireframes  
W: Wireframes cont'd, classmate feedback

### WEEK 10: PROTOTYPE

M: Prototype build  
W: Prototype build cont'd

### WEEK 11: USER FEEDBACK

M: User feedback/prototype iteration  
W: User feedback/prototype iteration cont'd

### WEEK 12: PROTOTYPE ITERATION

M: Prototype work  
W: Design documentation

### WEEK 13: PRESENTING DESIGN RATIONALE

M: Class presentations and feedback  
W: Class presentations and feedback  
**Presentation assignment due this week**

### WEEK 14: DOCUMENTATION

M: Tweak prototype and design documentation  
W: Prototype/documentation work cont'd

### Week 15: FINALIZE PROJECT

M: Finalize prototype  
W: Complete project template and design documentation

### Week 16: SUBMIT FINAL PROJECT

**Completed project template, Figma prototype, and design documentation assignments due**