

## **Art 307 | Interaction Design | Fall 2014 | Bradford Wason**

### **Course Description**

Focusing on the development of meaningful interactions between technology and people, specifically through screen-based interfaces, (computer screens, tablets, smart phones, etc.), students develop skills in planning and producing engaging user experiences, (information architecture, prototyping, user interface design and production), with special attention to conceptualizing innovative uses of new technology and critical evaluation of one's work.

Skills in HTML, CSS and Adobe Photoshop are required.

### **Procedures**

- Lectures, discussions, and demonstrations.
- Regular class critiques and individual meetings.
- Projects, both performed in and out of class.
- Conversations in UX, a four-part series featuring entrepreneurs and designers working in UX or building apps and web services.
- Out of class trips, expect to get up and walk around as necessary.

### **Student Requirements**

- Come to class prepared, supplies in hand, prepared to work and awake.
- Act in a professional manner and take an active role in the class.
- Sign-up and use [www.codecademy.com](http://www.codecademy.com) (it's free!).
- Sign-up and use when needed [www.fieldtestapp.com](http://www.fieldtestapp.com) (also free!).
- Set-up a Wordpress blog and post your assignments to it when due (again, it's free).
- Post your the URL to your blog on Sakai (so I can grade your work).
- Complete all assignments (no brainer).
- Have fun.

### **Office Hours**

By Appointment Only

### **Contact**

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