



- **Course title: Web and Interface Design - GRC 365**
- **Learning outcomes for this course:**

<b>Technical Learning Objectives</b>	<b>Design Process</b>
Learn the syntax of HTML	Code HTML (Hypertext Mark Up Language)
Learn to create web pages and directory structures;	Code in HTML; create file web directories and
Learn both absolute and relative linking	Code in HTML; create both relative and absolute links
Learn to create image free interactive navigation menus	Code in HTML; code CSS to create interactive navigation
Learn to create adjustable web layouts	Code in CSS; create media queries that adjust dynamically to changes in browser window size
Learn how to embed external media into pages	Code in HTML and CSS; insert and modify JavaScript as needed
<b>How this is accomplished/measured:</b>	Hands-on exercises and HTML5 Coding Project

<b>Critical Thinking Learning Objectives</b>	<b>Design Process</b>
Analyze a design problem from multiple perspectives. UX - User Experience approach	Identify and assess project needs & requirements - who is your audience, what are your user's needs, accessibility issues etc...
Generate a number of equally valid design solutions and assess them	Conceptual design - experiment with different concepts. Incorporate UX and interaction design principals. Designing according to user needs.
Justify a solution while identifying its benefits and challenges	Final design - create your final design understanding both its strengths and weaknesses
Evaluate your own process and develop strategies for improvement	Lessons learned/how you might approach the problem under different circumstances/possible improvements
<b>How this is accomplished/measured:</b>	Textbook reading, written exams, UX design document and application of theories in the final UX Design Project.

- **Course description:** Instruction in the methods and techniques of website design from concept to completion. Course covers responsive site construction in HTML 5 with cascading style sheets (CSS3). Course emphasizes organizational design considerations such as information hierarchy, legibility, and accessibility, while maintaining a professional standard in graphic design treatment. 3 credits.

- **Additional Course Information:**

Your **success** in this class is **dependent on** your **regular attendance**. **Regular attendance** will assist you in creating your HTML 5 project, UX design document and final project, as well as your exams. Attendance and class participation is 15% of your course grade. **Please see the attendance policy within this document for additional details.**

You will learn how to code in HTML5 and CSS3. **Topics include:** HTML syntax, file directories, relative and absolute links, CSS driven image free interactive buttons, media queries for dynamic adjustments to different browser sizes, accessibility and I frames/streaming media embedding.

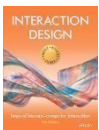
This class will also focus on applying critical thinking to the design process for User Experience (UX) design. The course consists of a balanced approach combining theoretical practices, developing a detailed UX design document as well as the hands-on creation of a UX web based final project. There will also be regularly assigned readings, and videos. For details see the **assigned readings section** within this document and the course website on WebCampus.

There will be a total of **three** exams: one general exam, a Mid-Term Exam, and a Final Exam to measure your understanding of the UX design, lectures and course materials (including assigned videos). **See the exams section of this document for details.**

You will be responsible for the information in this document as well as any information I post within the course website in WebCampus. It's also **required** that you visit the course website within WebCampus on a **regular basis**.

I'll also introduce you to Adobe Muse and cover the topics that will enable you to successfully complete your project for this course. As a supplement students will watch videos about *Adobe Muse* software and related tutorials via [Lynda.com](http://www.lynda.com), a free educational resource available to you. <http://www.lynda.com/member.aspx>. The online tutorial entitled "**Up and Running with Muse**" will provide a good foundation. Please use your ACE log in to access Lynda.com content.

- **The prerequisite for this class is ART 256**
- **Enrollment Requirements/co-requisites are GRC 320 and GRC 350**
- **Required textbook - There is only one textbook for this class:**



**Interaction Design - Beyond Human-Computer Action, 4<sup>th</sup> Edition**, By Jenny Preece, Helen Sharp, Yvonne Rogers.

This book is available at the UNLV Bookstore, Amazon.com and other online booksellers. The average cost of the textbook ranges from about \$55 used to \$100 new. Your first reading assignment due date is the beginning of class on February, 8<sup>th</sup>. Please be sure to purchase the **4<sup>th</sup> Edition**. **You may also rent the textbook** on the Chegg website <http://www.chegg.com/> for about \$22. To locate the book just type in "Preece" you'll want the orange covered one (4th addition). I'm not endorsing any particular vendor just offering suggestions so there may be other options better than the ones I have mentioned here.

There is also an older (1st edition) copy of this book in the UNLV library.

LOCATION: UNLV Book Stacks, 5th Floor      CALL #    QA76.9.H85 P72 2002

- **Required software and hardware:** *Adobe Muse/Creative Cloud (CC)* - You can purchase the entire CC suite as a subscription from Adobe for \$19.95 per month (educational license) which provides complete access for all Adobe design software and all future version upgrades. **You must keep your subscription active for the duration of the course.** Hardware requirements are:
  - Mac OS X v10.8, or v10.9, or v10.10 with 1GB of RAM. 64 bit OS\*
  - OR
  - Windows Pentium 4 or AMD Athlon 64 2 Ghz or faster. Windows 7 with SP1, or Windows 8, or 8.1 or 10 must have at least 1GB of RAM. 64 bit OS\*

\*Systems without a 64 bit OS will have to use the very oldest version of the Muse software based on AIR
- **Required reading assignments.** Reading assignments should be completed according to the following schedule:
  - Chapter 1: What is Interaction Design? Please read by **Monday 02-06-2017**
  - Chapter 2: Understanding and Conceptualizing Interaction. Read by **Monday 02-20-2017**
  - Chapter 3: Cognitive Aspects. Please read by **Monday 02-27-2017**
  - Chapter 4: Social Interaction. Please read by **Monday 03-6-2017**
  - Chapter 5: Emotional Interaction. Please read by **Monday 03-13-2017**
  - Chapter 7\*: Data Gathering. Please read by **Monday 03-27-2017**
  - Chapter 6: Interfaces. Please read by **Monday 04-03-2017**
  - \*Note that chapter 7 is to be read prior to chapter 6 to coincide with other course content requirements
- **Exams:** There will be a total of **three** exams: one general exam, a Mid-Term Exam, and a Final Exam. All exams will be based on topics introduced in class as well as your readings and assigned videos. General exam #1 is about content contained in reading assignments, videos and lectures prior to the exam date. The Mid-Term exam covers all course material and reading assignments up to the exam date. The Final Exam covers all material presented in the class over the entire semester. **For more information about grades see the grading system information on the next page.**
- **Exam Schedule:**
  - **General Written Exam #1 – Wednesday 2-15-2117 – multiple choice**
  - **Mid-Term Written Exam – Wednesday, 03-15-2017 – multiple choice and essay**
  - **Final Written Exam – Wednesday, 05-03-2017 – multiple choice and essay**
  - **Final Project Presentation and Turn-in Wednesday 05-10-2017 (6-8pm)**

- **The grading system for the course is based on a 1000 point system as follows:**

- Final Written Exam 200 points - 20%
- Final UX Design Project & Presentation 200 points - 20%
- HTML 5 CSS3 Project – 150 points – 15%
- UX Design Document 150 points - 15%
- Class participation/attendance: 150 points - 15%.
- Mid-Term Written Exam 100 points - 10%
- General written exam #1: 50 points – 5%
- Total graded criteria is 1000 points = 100%

- **Overall course letter grade based on achieved points as follows:**

940-1000 points = A

900-939 points = A-

860-899 points = B+

830-859 points = B

800-829 points = B-

770-799 points = C+

730-769 points = C

700-729 points = C-

670-699 points = D+

630-669 points = D

600-629 points = D-

000-559 points = F

Incomplete = I

- **Attendance/class participation policy:** Attendance and Class participation is 15% of your course grade. This includes in class assignments, in class discussions, presentations and attendance over the course of the semester. Obviously if you are not able to attend a class you cannot receive credit for participation. In class participation is graded on a credit/no-credit basis. Each class meeting attended is awarded 5 points. If you are not present you will receive 0 points for the day. Students **may** receive an excused absence if I am notified at least 24 hours in advance. You need to explain in detail why you cannot attend. This may be done via email, text or in person and I will respond whether I will or will not grant you an excused absence. **Simply notifying me in advance does not automatically mean you will be granted an excused absence. Only serious circumstances will be considered when awarding an excused absence.** I have total discretion as whether I will grant an excused absence and excessive requests for unexcused absences will be denied. **Students who leave a class early, or attend only a portion of a class session without prior consent of the instructor will not receive any participation credit for the day.** Students who are chronically absent or disruptive may be dropped from the course in accordance with UNLV policy. **No phone calls or text messages during class – NO EXCEPTIONS.**

- **The Course Website on WebCampus:** The GRC365 course website on WebCampus for this course **is a critical component to this class**. Assigned videos, assigned readings, test dates, project information, class documents, important due dates and critical real time announcements appear on this site on a regular basis. Therefore, you are expected to check this site regularly and use it as a tool to enable your success in this class.
- **General courtesy policy:** During lectures cell phones or web surfing is not permitted. Chatting with others during the lecture is also not permitted. Violations of this policy may result in the instructor asking you to leave for the day and/or loss of your participation credit for the day. There will be open lab times or other times when I will allow the use of cell phones and the internet.
- **The HTML 5 CSS3 Project** is an essential in class project. You will create a website by coding in HTML 5 and CSS3. The site will use CSS3 code driven navigation buttons and use multiple CSS pages to dynamically adapt automatically to three different layouts as your browser size changes. Mostly all of the work will be done in class so you'll need to make sure to attend regularly and please also have a USB drive and a second cloud based method such as google drive to save your web directory each day. This project will be graded and is worth 15% of your grade (150 points).
- **The UX Design Document** is a critical component of this course and is worth 15% of your course grade (150 points). If you turn in your design document early by Monday 03-27-2017 you will receive a 30 extra credit point bonus. **Late papers will not be accepted after the final turn in date Monday 04-03-2017.** Grading criteria for the design document will be based on how well you documented the required criteria defined in the UX design document guide and design aesthetics. In the past, I have reviewed early turn in documents and have offered students the opportunity to make minor changes and resubmit the document by the final turn in date and have awarded either partial bonus points. Keep in mind that this will be handled on an individual basis at my full discretion. In most cases, the changes I request are minor but will help you receive a better grade. Overall, it is in your best interest to put your best effort first and meet the deadline or better yet meet the early turn in bonus requirement.
- **The UX Design Final Project:** Is to create an UX HTML/CSS web based project based on your UX Design Document. Specific requirements and details will be presented to you in class in the early part of the semester. Generally, you may hard code your final project or use Adobe Muse at your option. Your project will be graded on the following: How well you applied UX design to better meet your user's needs. Other factors include functionality, creativity, overall aesthetics and the quality of your presentation. Students are required to create a Power Point presentation about their final project to be presented to the class on the day of the final.

**Academic Misconduct** – Academic integrity is a legitimate concern for every member of the campus community; all share in upholding the fundamental values of honesty, trust, respect, fairness, responsibility and professionalism. By choosing to join the UNLV community, students accept the expectations of the Student Academic Misconduct Policy and are encouraged when faced with choices to always take the ethical path. Students enrolling in UNLV assume the obligation to conduct themselves in a manner compatible with UNLV's function as an educational institution.

An example of academic misconduct is plagiarism. Plagiarism is using the words or ideas of another, from the Internet or any source, without proper citation of the sources. See the *Student Academic Misconduct Policy* (approved December 9, 2005) located at: <http://studentconduct.unlv.edu/misconduct/policy.html>.

**Copyright** – The University requires all members of the University Community to familiarize them **with** and to follow copyright and fair use requirements. **You are individually and solely responsible for violations of copyright and fair use laws. The university will neither protect nor defend you nor assume any responsibility for employee or student violations of fair use laws.** Violations of copyright laws could subject you to federal and state civil penalties and criminal liability, as well as disciplinary action under University policies. Additional information can be found at: <http://www.unlv.edu/provost/copyright>.

**Disability Resource Center (DRC)** – The UNLV Disability Resource Center (SSC-A 143, <http://drc.unlv.edu/>, 702-895-0866) provides resources for students with disabilities. If you feel that you have a disability, please make an appointment with a Disabilities Specialist at the DRC to discuss what options may be available to you.

If you are registered with the UNLV Disability Resource Center, bring your Academic Accommodation Plan from the DRC to **the instructor** during office hours so that **you** may work together to develop strategies for implementing the accommodations to meet both your needs and the requirements of the course. Any information you provide is private and will be treated as such. To maintain the confidentiality of your request, please do not approach **the instructor** before or after class to discuss your accommodation needs.

**Religious Holidays Policy** – Any student missing class quizzes, examinations, or any other class or lab work because of observance of religious holidays shall be given an opportunity during that semester to make up missed work. The make-up will apply to the religious holiday absence only. It shall be the responsibility of the student to notify the instructor no later than the end of the first two weeks of classes of his or her intention to participate in religious holidays which do not fall on state holidays or periods of class recess. For additional information, please visit: <http://catalog.unlv.edu/content.php?catoid=6&navoid=531>

**Incomplete Grades** - The grade of I – Incomplete – can be granted when a student has satisfactorily completed three-fourths of course work for that semester/session but for reason(s) beyond the student’s control, and acceptable to the instructor, cannot complete the last part of the course, and the instructor believes that the student can finish the course without repeating it. The incomplete work must be made up before the end of the following regular semester. If course requirements are not completed within the time indicated, a grade of F will be recorded and the GPA will be adjusted accordingly. Students who are fulfilling an Incomplete do not register for the course but make individual arrangements with the instructor who assigned the “I” grade.

**Tutoring** – The Academic Success Center (ASC) provides tutoring and academic assistance for all UNLV students taking UNLV courses. Students are encouraged to stop by the ASC to learn more about subjects offered, tutoring times and other academic resources. The ASC is located across from the Student Services Complex (SSC). Students may learn more about tutoring services by calling 702-895-3177 or visiting the tutoring web site at: <http://academicsuccess.unlv.edu/tutoring/>.

**UNLV Writing Center** – One-on-one or small group assistance with writing is available free of charge to UNLV students at the Writing Center, located in CDC-3-301. Although walk-in consultations are sometimes available, students with appointments will receive priority assistance. Appointments may be made in person or by calling 702-895-3908. The student’s Rebel ID Card, a copy of the assignment (if possible), and two copies of any writing to be reviewed are requested for the consultation. More information can be found at: <http://writingcenter.unlv.edu/>

**Rebelmail** – By policy, faculty and staff should e-mail students’ Rebelmail accounts only. Rebelmail is UNLV’s official e-mail system for students. It is one of the primary ways students receive official university communication such as information about deadlines, major campus events, and announcements. All UNLV students receive a Rebelmail account after they have been admitted to the university. Students’ e-mail prefixes are listed on class rosters. The suffix is always [@unlv.nevada.edu](mailto:@unlv.nevada.edu). **Emailing within WebCampus is acceptable.**

**Final Examinations** – The University requires that final exams given at the end of a course occur at the time and on the day specified in the final exam schedule. See the schedule at: <http://www.unlv.edu/registrar/calendars>.

**Final comments** – My goal is to help you succeed in this class. I strongly believe that each of you who have a strong work ethic should have no problem achieving the highest level of success in this course. To succeed you’ll need to attend class regularly, participate in hands on HTML exercises, do the assigned readings, and update your UX Design Document on a regular basis. It’s also important to be self-disciplined (don’t procrastinate) especially when working on your class projects.

The subject matter of this course is valuable and I hope that you’ll use and apply for many years into the future. I’d like to reassure you that it wasn’t that long ago when I was in a classroom like you’re in today and I’ve kept that in mind while designing this course. In the final analysis, I can say that I truly think we’re going to have a great time this semester and I’m looking forward to seeing the great work each of you create.