CS 0130: UI/UX Workshop
Spring 2023 (Last updated January 2023)

Introduction

Have you ever had trouble using someone else's microwave? Have you ever wondered why keyboards are ordered "qwertyuiop"? We will focus on hands-on experience to learn when to use different interfaces, how to model and represent user interaction, how to elicit requirements and feedback from users, as well as the principles of user experience design, methods for designing and prototyping interfaces, and user interface evaluation. Students interested in gaining hands-on experience designing a user interface as well as learning the process behind building an effective interface should take this course. There will be assignments, readings, and workshop time, where students will have the opportunity to work alongside each other as they learn critical tools for interface and web design.

The course is expected to require 10 hours / week of work outside class for assignments, readings, video lectures, and other activities.

Course Time and Location

Location: CIT 241, Zoom Link (for first class only! Please come in person if you can!)
Time: Tu/Th 10:30am - 11:50am
Website: https://cs.brown.edu/courses/csci0130/

Staff & Contact

Instructor
Talie Massachi
talie_massachi@brown.edu
Office hours: CIT 24
Fri, 11:30am to 12:30pm
Wed, 3pm to 4pm

HTA
Caitlin Rowlings

Supervisor
Jeff Huang
CIT 245
jeff@cs.brown.edu

Schedule

Class Week	Date	Assignments	Class Topic	Readings Due
Week 1	Jan 26		Intro Day	Syllabus
Week 2	Jan 31	Topic Exploration 1 Assigned (Due 2/7)	Intro to Design and Design Thinking	Portfolio Examples
	Feb 2		Accessibility and Access	Crash Course: GUI, Design Thinking
Week 3	Feb 7	Personas and User Understanding Assigned (Due 2/14)	Affordances and Models	Cooper Personas
	Feb 9		Understanding Stakeholders;	Evaluation & Execution, Design as

			Personas	Communication
Week 4	Feb 14	Lo-Fi Mockup and Responsive Design Assigned (Due 2/23)	Layout, Visual Design	Contrast and Meaning
	Feb 16		Prototyping	Interaction Design
Week 5	Feb 21 (Break)			
	Feb 23	Hi-Fi Mockup Assigned (Due 3/7)	Workshop Time	Flat Design
Week 6	Feb 28		Low-Fi User Testing (Part 1)	
	March 2		Usability Testing and Behavior (Part 2)	
Week 7	March 7	User Testing Assigned (Due 3/14)	Critique (Hifi Mockup)	
	March 9		Workshop Time	
Week 8	March 14	Project 1 Final Submission Assigned (Due 4/4)	Buffer/Social Impact	
	Mar 16	Topic Exploration 2 Assigned (Due 3/23)	GUI	
Week 9	Mar 21	Project 2 Assigned (Due 5/2)	Interaction, Navigation	5 Problems w/ Accessibility
	Mar 23	*Project 1 hi-fi prototype updates for in-class feedback*	Workshop Time (Feedback on project 1 and topic 2)	
Week 10	Mar 28 (Break)			
	Mar 30 (Break)			
Week 11	April 4		Input	
	April 6	*Project 2 sketches suggested completion date*	Workshop Time	
Week 12	April 11		Emotion	Being Watched article
	April 13	*Project 2 wireframes suggested completion date*	Critique	
Week 13	April 18		Workshop Time	Designing Friction
	April 20	Final Portfolio Assigned (Due 5/11)	Natural Interaction	
Week 14	April 25	*Project 2 hi-fi mockup suggested completion*	In-Class User Test and Critique	
	April 27		Intro to HTML/CSS	NYT Innovation Report
Week 15	May 2	(Project 2 due date)	Workshop Time	

	May 4		Portfolio Critiques	
	May 9		No Class (Finals)	
Week 16	May 11	Final due date for all projects	No Class (Finals)	

Coursework Allotment: Students will spend 3 hours in class for 14 weeks for a total of 42 hours. Readings and assignments are expected to take 10 hours per week, or 140 hours over the semester. The total amount of time for this entire course will be 182 hours.

Requirements

Prerequisites

There are no prerequisite courses for CSCI0130, however students that have taken CSCI1300 cannot take this course for credit.

Materials

You should not need to buy any books for this course. You may want to purchase a sketchbook or notebook for design sketches if you do not already have one (unlined or graph paper suggested but not required). We may provide access keys for some design programs for in-class use, please do not share these with anyone else.

Grading

Note that this course relies heavily on in-class activities, and therefore attendance in classes will be required. If you will need to miss class for any reason, send an email to the course instructors beforehand. There will be a 1% grade penalty for each unexcused absence.

The general grading breakdown is as follows:

COMPONENT	POINTS
Syllabus Intro Quiz	1
Independent Assignments (Assignments through week 8)	15 (3 points each)
Independent Project Final Submission	15
Final Group Project	30
Participation (Lecture Activities/Workshops)	25 (1 point each)
Final Portfolio	14
Total	**100**

Activities & Workshops

In class activities and workshop sessions will be conducted after in class discussions, where students can gain experience with specific design skills and techniques, including in-class critiques and feedback from other students.

Each workshop or activity will be worth 1 point out of the final grade--yielding 25 points total. Participation in the studio or activity counts for 0.5 points, and completion of the corresponding task counts for 0.5 points.

Assignments

This course is designed to help students learn the skills and begin building a portfolio of work appropriate for a job in a UX or design field. To that end, the assignments in this course are split into two projects: an independent project with each step of the process assigned separately (all assignments through week 8), including a final writeup that is the culmination of all previous work; and a group project (week 9 and on). All work will also be included in the final portfolio.

Every assignment is due <u>at the beginning of class</u> on the due date according to the schedule, over Canvas (usually Tuesdays). Though we will spend time in class discussing or critiquing each other's work, every assignment other than Project 2 will be completed individually.

Final Submissions

Assignment write-ups should be in a well-formatted PDF that clearly and concisely communicates the purpose, context, and final product of your project. The PDF should include an overview of your work and a response to all questions in the assignment.

You will also submit a well-formatted PDF that summarizes your writeup (as well as all previous assignments) so as to emulate a page in your design portfolio. You will be iterating on and adding to this article as you complete each assignment. Take the opportunity to test and iterate on how you want to present your work in your portfolio.

All assignments will be submitted through Canvas.

Late Policy

Lecture Discussions, Activities, and Studios	Class days are designed to take the entire 1.5 hour period. ***Arriving late may result in not receiving full credit***. If a student does not complete class activities within the 1.5 hour timeframe, they may get checked off for credit **at the beginning of the next class**, after which the activity can no longer be submitted for credit.

Individual Assignments	Because all assignments in this course directly build on the work done in previous assignments, we unfortunately cannot accept work submitted more than one week late. In order to encourage on-time submissions so students don't get behind, assignment grades will be reduced by 0.5 points for each day the assignment is late. There are no partial days, so if an assignment is 2 hours late then it will receive a 0.5 point grade reduction.
Group Project	We highly encourage you to submit your group project on time as you will want to include it in your final portfolio. However, your grade will not be penalized as long as it is submitted before the portfolio deadline. Projects will not be accepted past the portfolio deadline.
Final Portfolio	The final portfolio and final portfolio peer assessments can **NOT** be submitted late. This is to ensure that we can grade final projects thoroughly and return them in a timely manner before the end of the semester.

Dean's / Doctor's Notes

If you are going through circumstances that prevent you from submitting any course material, please **email the course instructors** to discuss course schedule adjustments.

Regrade Policy

Assignment Regrades

If you want to request a regrade for an assignment, then **email Talie** with the **subject line "Regrade Request: [name of assignment]" and a justification of why you think you were graded unfairly within two weeks of when the grade is released**. After two weeks, we will not take any further regrade requests for that assignment.

Collaboration Policy

CS0130 has a collaboration policy based on Brown University's Academic Code. If there is any confusion about the policy for this course, feel free to talk to the course instructors. Not understanding this policy is not an excuse for violating it.

Discussion & Collaboration

In this course, we believe that discussion with fellow students will benefit you in understanding the material. Students may discuss concepts and/or ideas from lectures with anyone in the class, but **turned in code, calculations, and writing must NOT be worked on with other students,** with the exception of group members in the case of group projects.

Citing Sources

We require students to acknowledge any sources that they use. For writing and text samples, students must both 1) quote and 2) cite any text they lift verbatim OR paraphrased from other sources, even from readings assigned in class.

For code, students must cite the original source of anything they copy and paste – even if the code is adapted, and even if the code is a short snippet (e.g. from StackOverflow). You can cite in the README or comments.

Putting your name on any exercise is treated as assurance that the work is the result of your own thoughts and study, stated in your own words, and produced without assistance. The exception to this being quotes in quotation marks, references/citations, and footnotes that acknowledge the use of printed sources or other outside help. So be precise about your sources.

Generally, students should err on the side of copying and pasting as little as possible. Failure to identify writing or code that is not one's own is plagiarism, and in violation of the collaboration policy.

Self-Plagiarism

Self-plagiarism is considered to be plagiarism under this policy. If a student includes text or graphics copied from other assignments they have turned in previously in the course, or projects or work they have posted elsewhere, they are required to make a note of this.

"Double-dipping," or handing in the same project for multiple classes, is in violation of not only our collaboration policy, and possibly other classes' policies.

Software & Licenses

Sharing software licenses that are exclusive to students in CS0130 with anyone outside of this course is strictly prohibited, and is a violation of the collaboration policy.

Inclusivity and Access

We celebrate and encourage different perspectives in this course!

Our greatest strengths are our differences (race, gender, class, sexuality, religion, ability, etc.). We all come from unique backgrounds and places. Thus our perceptions, misconceptions, and prior knowledge will be different.
We will create a learning environment that supports a diversity of thoughts, perspectives, and experiences. To create an ideal environment, please:
   1) If you have a name and/or set of pronouns that differ from those in your official Brown records, please let me know!
   2) I (like many others) am always learning about diverse perspectives and identities. If something was said in class (by anyone) that made you feel uncomfortable, please talk to me about it. (Anonymous feedback is always an option. If you don't feel comfortable talking to me you can also reach out to my advisor Jeff Huang).

3) I want to be a resource for you. If something is impacting your class performance, please talk with me. You can always submit anonymous feedback (Google Form). With anonymous feedback, if you want, I can make a general announcement to the class to address your concerns. If you prefer to speak with someone outside of the course, Dean Bhattacharyya, Associate Dean of the College for Diversity Programs, is an excellent resource.

Adapted from a statement by Shaun Wallace. Thanks Shaun!

Accessibility and Accommodations

As we will discuss in this course, accessibility is an important part of any design, whether it's for a course or a website. Please inform me as early as possible if you require accommodations or modification of any of course procedures. You can speak with me after class, during office hours, over email, or by appointment. If you need accommodations around online learning or in classroom accommodations, please be sure to reach out to Student Accessibility Services (SAS) for their assistance (seas@brown.edu, 401-863-9588). Undergraduates in need of short-term academic advice or support can contact an academic dean in the College by emailing college@brown.edu. Graduate students may contact one of the deans in the Graduate School by emailing graduate_school@brown.edu.

Credit
This syllabus format and text is largely borrowed from Jeff Huang. Thanks Jeff!