CS 1300: UI/UX

Spring 2024

Introduction

Have you ever had trouble using someone else's microwave? Have you ever wondered why keyboards are ordered "qwertyuiop"? We will 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 learning the process behind building an effective interface as well as the opportunity to build an early design portfolio should take this course. There will be assignments, readings, and studios, where students will have the opportunity to work alongside each other as they learn critical tools for interface and web design.

Please note that this course has the following prerequisites: CSCI 0160, 0180, 0190, 0200 or a minimum score of WAIVE in 'Graduate Student PreReq'. **AND CSCI 0320**.

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: Kasser House, Foxboro Auditorium (UPDATED)
Time: Tues/Thurs 1pm-2:20pm
Website: https://cs.brown.edu/courses/csci1300/

Staff & Contact

Instructors

Talie Massachi	Vanessa Cho
Office hours: every other Wed 1-3PM, or by apt (see OH cal)	*Office hours:* every other Wed 9-11AM (see OH cal)
Arnold 317	Arnold 317

Teaching Assistants

Caitlin Rowlings (HTA)	Jess Wan (HTA)
Alex Bao	Jesse Hogan
Audrey Chou	Michael Foiani
Austin Phan	Sarah George
Elaine Kim	Sean Yu
Elizabeth Wu	Thomas Bui
Fiona Liu	Toshi Kato
Grace Chen	William Chen

HTA email: cs1300headtas@lists.brown.edu
UTA email (for general questions): cs1300tas@lists.brown.edu
Instructor email (for sensitive topics): cs1300-instructors@brown.edu

Learning Goals

By the end of this course, students will be able to...
- Design and develop innovative products by applying User Experience's design process which involves four stages – Discover, Define, Develop, and Deliver – and spans both divergent and convergent thinking.
- Identify target users, leverage tools, and learn techniques such as developing personas, bias busting and empathy exercises to ensure all design decisions are made with an identified core audience in mind.
- Apply best practices of interaction design, including feedback, affordance, predictability and consistency, along with other foundational building blocks of User Interface and User Experience to build a well-designed, usable product.
- Gather, analyze, interpret and prioritize quantitative user data, qualitative user insights and usability testing results to make data-driven design decisions.
- Identify accessibility and ethical considerations in a product's design – such as privacy, inclusivity, and transparency – and develop agency to uphold high standards.

Schedule

See Course Schedule on [Website](#)

Coursework Allotment: Students will spend 3 hours in class for 14 weeks for a total of 42 hours. Readings (1 hour), studios (2-3 hours), and assignments (7-15 hours) are expected to take at minimum 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

CSCI 0160, 0180, 0190, 0200 or minimum score of WAIVE in 'Graduate Student PreReq'. AND CSCI 0320.

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 access keys with anyone else**.

Grading

The general grading breakdown is as follows:

COMPONENT	PERCENTAGE OF GRADE
Syllabus Intro Quiz	2
Assignments	55 (20 for Iterative Design, 5 for A/B Testing, 10 for all others)
Participation (Lecture Activities)	12
Studios	16
Final Portfolio	15
Total	**100**

Letter grades are calculated at the end of the semester. The thresholds for A/B/C cutoffs are 90/80/70. The course and assignments are not graded on a predetermined distribution (i.e., not graded on a curve).

Participation

Most class days will include lecture activities which will be used to mark participation in this course. Lecture activities will be submitted during class through Gradescope. Lecture activities are graded on completion. There is no extra credit for lecture activities. **Students can miss up to two lecture activities over the semester for full credit.** Lecture activities can be submitted outside of class only if submitted with an accommodation note specifically noting that the student has valid circumstances preventing them from attending or participating (Submit by filling out the [Accommodations Request Form](#)).

Lectures will be recorded and posted on Canvas. Calling in remote, e.g. via Zoom, will not be offered.

Laptop and Devices Policy

Laptops and other electronic devices are not permitted in this course outside of activities that require them. Students who would like to take notes are encouraged to take hand-written notes. Lecture recordings and lecture slides will be available online.

Assignments

Every assignment is due at the beginning of class on the due date according to the schedule on the website (usually Thursdays). Every assignment should be completed individually, with the exception of Iterative Design, which is a group project.

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. Thus we encourage you to take the opportunity with each assignment to either make a Figma mockup or use the webpage hand-in as a draft for your final portfolio.

Submissions

Assignment submissions should be a PDF containing a link to your hand-in webpage. The webpage should clearly and concisely communicate the purpose, context, and final product of your project. The webpage should include an overview of your work and a response to all questions in the assignment. Take the opportunity to test and iterate on how you want to present your work in your portfolio.

For assignments including programming work, your submission should additionally include your code for the assignment.

All assignments will be submitted through Gradescope (link can be accessed through Canvas).

Studios

TAs will run studio sessions outside of the course lecture hours, where students can gain experience with specific design tools and techniques. The goal of studios is to give students a chance to practice skills, get feedback, or get a head start on assignments.

There are 8 studios throughout the semester, and each studio will be worth 2 points out of the final grade. Completion of the corresponding studio task will result in credit for the studio, otherwise no credit will be given.

For the topics covered in studios, see the Course Schedule on the website.

Studio Expectations

Students will register for a studio time during the second week of classes, which will become their regular studio time during weeks when studios are happening. The HTAs will send out a form and follow up with the section assignments.

If a student cannot attend their studio time for one of the weeks, **they must fill out a [Studio Swap form](#) at least 48 hours before their studio time** in order to join a different studio for that week and still receive credit. In this way, students can swap studios without penalty twice over the semester. **Any additional swaps OR studio swaps with less than 48 hours notice may result in no credit.** If you need to swap studios more than twice then please submit a [Dean/Doctor's note form](#) explaining why.

Late Policy

Lecture and Lecture Activities	Class days are designed to take the entire 1.5 hour period. ***Arriving late may result in not receiving full credit***.
Studios	Studios are designed to take the entire 2 hour period. We expect the vast majority of students to finish during the studio time. **Attendance will be taken during studio. *Arriving late to a studio may result in not receiving full credit***. If a student does not complete the studio assignment within the 2 hour timeframe, they may still receive studio credit by submitting to Gradescope within the next 3 days (72 hours).
Assignments	There will be a 10% deduction from the final assignment grade if it's turned in late, and **cannot be submitted after the late submission deadline** (the Sunday following submission at 11:59PM). This is to make it possible for our TAs to grade fairly. If you have accommodations or need an extension then please submit an Accommodation Request Form.
Final Portfolio	The final portfolio **CANNOT** 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.

All late work must be submitted by May 10th for credit. Assignments submitted after May 10th will not be graded. This is unfortunately a hard deadline in order to make it possible to grade in time for the grade submission deadline (this is particularly true for students that are seniors).

Dean's / Doctor's Notes

If you are going through circumstances that prevent you from attending class, studio or submitting course material, please fill out the Dean's/Doctor's Note Form to discuss course schedule adjustments. If you have accommodations through SAS, please fill out the Accommodation Request Form instead.

Regrade Policy

Assignment Regrades

If you want to request a regrade for an assignment, then fill out the Regrade Request form. Make sure to include **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. Regrade requests will be reviewed at the end of the semester.

Collaboration Policy
See our Collaboration Policy Document.

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 us know!
2) We are always learning about diverse perspectives and identities. If something was said in class (by anyone) that made you feel uncomfortable, please talk to us about it. (You can make a private post in EdStem, or email us directly at cs1300-instructors@brown.edu).
3) We want to be a resource for you. If something is impacting your class performance, please contact us. 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.

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 us as early as possible if you require accommodations or modification of any of course procedures. If you are in need of accommodations, please fill out the Deans/Doctors Note Form or Accommodation Request Form. This form can only be accessed by the instructors.

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 parts of the text are borrowed from Jeff Huang.
Inclusivity and access statement adapted from a statement by Shaun Wallace.
Collaboration policy adapted from that of Tim Nelson.