

College of San Mateo
Official Course Outline

1. **COURSE ID:** DGME 680MG **TITLE:** Interaction Design
Units: 3.0 units **Hours/Semester:** 48.0-54.0 Lecture hours; 96.0-108.0 Homework hours; 144.0-162.0 Total Student Learning hours
Method of Grading: Grade Option (Letter Grade or Pass/No Pass)
Recommended Preparation:
 DGME 164

2. **COURSE DESIGNATION:**
Degree Credit
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**
Catalog Description:
 This course covers the essentials of interaction and visual design principles and how they are applied. Students learn how to evaluate and analyze the uses of interactive media and understand how viewing interactive media on a variety of screen sizes and devices may impact the experience. They also learn how to apply the principles of design and usability when creating interactive content.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**
 Upon successful completion of this course, a student will meet the following outcomes:
 1. Identify the different user experience (UX) interactions and visual design principles.
 2. Create and showcase a unique interface that reflects a user-focused design approach, integrates research data, incorporates design expertise, and aligns with stakeholder objectives.
 3. Implement interaction and visual design principles to improve the user interface.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**
 Upon successful completion of this course, a student will be able to:
 1. Apply knowledge of interaction design and the importance of interaction design when developing apps, products, services and systems.
 2. Demonstrate design methods and skills, sketching techniques, scenarios, storyboarding, wireframing, and prototyping.
 3. Distinguish how to think critically about design and design solutions, including the ability to reflect on and discuss interaction solutions.

6. **COURSE CONTENT:**
Lecture Content:
 1. Definition and application of interaction design
 - A. Psychological
 - B. Cultural
 - C. Technological
 2. Five principles of interaction design
 - A. Consistency
 - B. Perceivability
 - C. Learnability
 - D. Predictability
 - E. Feedback
 3. The Role of the Interaction Designer in Product Management and Development
 - A. Product Manager
 - B. Engineer
 - C. Quality assurance
 - D. Interaction designer
 - E. User experience writer & content strategist
 - F. User experience researcher
 4. Storytelling through design
 5. Testing and revising interaction designs
 6. Addressing bias in interaction design

- A. Stakeholder bias
 - B. Designer bias
 - C. Engineer bias
 - D. User bias
 - E. Adjusting for bias
7. Integration of design and production management
- A. Research
 - B. Production
 - a. Technical
 - b. Design
 - C. Management

Lab Content:

Lab time will be completed in the Digital Media Center, where students will apply their learning by demonstrating the design to production phases and integration with the appropriate software.

Students will complete lab exercises, assignments, and projects that reinforce the lecture material along with strengthening their skills utilizing the appropriate software.

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Activity
- D. Critique
- E. Discussion
- F. Guest Speakers
- G. Observation and Demonstration
- H. Other (Specify): A. Lecture/Discussion - Encompassing in-class demonstrations & explanations on course topics. B. Labs - Students will demonstrate examples of course topics on lab computers. C. Reading assignments - Students will be given reading assignments to become familiar with the material presented in a corresponding lecture, lab, or quiz. D. Project assignments - Students will be given a project assignment to demonstrate their knowledge of the software and theory.

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

- 1. Assignment/Project Assignment
 - Approximately 5-6 short answer and essay answer questions per assignment [4-5 assignments per topic]. 25-100 words per answer weekly.
 - Approximately 10-15 written short answers incorporated in the 10-15 assignments and 5-6 projects. 25-100 words per answer, weekly.
- 2. Student Reflection Assignment
- 3. Midterm
- 4. Final Exam

Reading Assignments:

- 1. Textbook - Required readings from chapters
 - Weekly reading from the course textbook [1-2 chapters] approx. 30-50 pgs./week
- 2. Online Resources
- 3. Instructor Resources

Other Outside Assignments:

Completion of homework assignments and projects.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Performance
- C. Class Work
- D. Exams/Tests
- E. Group Projects
- F. Homework
- G. Lab Activities

H. Oral Presentation

I. Papers

J. Portfolios

K. Projects

L. Quizzes

M. Written examination

N. A. Projects - Students will be assigned projects to execute to specifications. Students will be graded on the performance of these projects. B. Quizzes/Midterm/Final Exam -Students will be tested on their retention of important principles. C. In-class Demonstrations -Students will make presentations and demonstrate course topics.

10. **REPRESENTATIVE TEXT(S):**

Possible textbooks include:

A. Rogers, Yvonne. *Interaction Design: Beyond Human-Computer Interaction*, 6th ed. Wiley, 2023

Origination Date: August 2023

Curriculum Committee Approval Date: September 2023

Effective Term: Spring 2024

Course Originator: Diana Bennett