Course Inventory Change Request

New Course Proposal

Date Submitted: 11/30/15 11:55 am

Viewing: DES 3100: Interaction Design

Last edit: 01/04/16 10:55 am

Changes proposed by: d00038752

<table>
<thead>
<tr>
<th>Course Prefix:</th>
<th>DES</th>
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</thead>
<tbody>
<tr>
<td>Course Number:</td>
<td>3100</td>
</tr>
<tr>
<td>Effective Semester:</td>
<td>Fall 2016</td>
</tr>
<tr>
<td>Department:</td>
<td>Computer Information Technology (CIT)</td>
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<tr>
<td>School:</td>
<td>School of Science &amp; Technology</td>
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<tr>
<td>Course Title:</td>
<td>Interaction Design</td>
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<td>Short Course Title:</td>
<td>Interaction Design</td>
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<tr>
<td>Credits:</td>
<td>3</td>
</tr>
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<td>Workload Factors:</td>
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<tr>
<td>Primary Grade Type:</td>
<td>Standard Letter</td>
</tr>
<tr>
<td>Secondary Grade Type:</td>
<td></td>
</tr>
<tr>
<td>Instructor Permission Required:</td>
<td>No</td>
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</tbody>
</table>

In Workflow

1. CIT Chair
2. SC Dean
3. University Curriculum Committee Chair
4. Banner

Approval Path

1. 11/30/15 1:46 pm Bart Stander (stander): Approved for CIT Chair
2. 12/02/15 1:48 pm Ruth Bruckert (bruckert): Approved for SC Dean
Repeatable for Credit: No

Schedule Type: Lecture
Hrs/Wk: 3

Catalog Prerequisites? Yes

Catalog Prerequisites: DES 2600 (Grade C- or higher); AND DES 2710 (Grade C- or higher); AND WEB 3400 (Grade C- or higher).

Grade Required on Prerequisite(s): C-

Corequisites? No

Course/Lab Fee? Yes

Fee Amount | Fee Deposit Index Code | Fee Justification
--- | --- | ---
25 | TEC303 | Maintain CIT infrastructure

Instruction Index Code: TEC203

GE Status Requested: No

Catalog Description: For students pursuing an emphasis in Digital Design or Web Design and Development, or other students interested in interaction design and user interface design. Covers interaction design, with an emphasis on user interface and experience (UI/UX) design as a design process. Students will learn how to perform user research, develop user stories, and implement user testing. Students will also learn the process of user interface design, including crafting user flows, site mapping, sketching,
wireframing, prototyping, and creating mockups. Students will design user interfaces for web and mobile applications, and learn the specific principles and techniques used for each. Dual listed with WEB 3100 (students may take only one course for credit).

Course Rotation: Fall (every)  
Spring (every)

Justification for course/change: UI/UX has become very important in the field of Digital Design.

Library Resources Adequate: Yes  
Tech Resources Adequate: Yes

Comparable Courses: (use USHE course first)

<table>
<thead>
<tr>
<th>Institution</th>
<th>Prefix/Number</th>
<th>Credit(s)</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>Utah Valley University</td>
<td>DGM 2240</td>
<td>3</td>
<td>Interaction Design</td>
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</table>

Course Learning Outcomes:  
Present a definition of interaction design.  
Explain the concepts of usability and user experience.  
Outline and discuss usability goals and user experience goals for designing an interactive product.  
Human-centered technology design process.  
Fundamental Human-Computer Interaction theories and concepts.  
User interface design best practices.  
Present a simple lifecycle model of interaction design.  
Designing for different form factors (e.g., mobile, desktop).  
Describe prototyping and different types of prototyping activities.  
Produce simple prototypes of interactive products.  
Explain the key concepts and terms used in evaluation.  
Information visualization.  
Accessibility (e.g., serving blind or deaf users).  
Differences in user populations (e.g., age, country, gender).