art 467.302

Design
Communications III

Syllabus Addendum

WEDNESDAY
6:30p-10:30p

Angela Flournoy

angela.flournoy@tamuc.edu

Course Objectives

WHILE ONLINE

• Learn how to craft meaningful mobile application experiences for users through research, testing and visual design.

UPON RETURN (We will discuss solutions if we are online for the rest of the semester.)

• Review and critique Project One: Responsive Web Design

• Understand the user interface for iOS and Android mobile applications

• Define the happy path for Project Two: Applications and create a user centered journey

Course Format

Students will need to incorporate checking their email with more frequency, adding notifications for email receipts from the instructor.

While online, the class will manage projects via Brightspace within MyLeo. Chrome works best.

The projects will continue to be broken up into three phases:

Concept
• Discovery of who your client and users are. This includes everything from personas to core brand elements.
• Focus on an idea that's meaningful to the user.
• Wire frame and prototype your core experience.

Delivery
• Create mood boards using images and animations to inform your visual design.
• Apply visual and interaction design to the core flow of your experience.
• Prototype key interactions/animations.
• Validate and iterate key interactions.

Learning
• Create a presentation of your work summarizing your findings from concept to final delivery.
• Detail your key learnings and insights.

Project Critiques

Deliverables are to be combined into a single PDF. Multiple single page PDFs will not be accepted.

Critiques will utilize YouseeU. Each student will have a PDF and/or prototype of their assignment ready to upload and present for critique. In some cases, students will be directed to have their work open in Adobe XD prior to the critique so screensharing is possible for critique and immediate application.

Brightspace can handle 6 students at a time so critique will be in small groups or individually.

Some critique will require written response-see below.

Please have headphones for critique to cut down on feedback.

Turning in Assignments

Students will turn work in PDF format, unless directed differently in the weekly assignment information.

Assignments will be uploaded in most cases to the Assignment section of Brightspace. Specific parameters and directions will be made available in the weekly folder.

On certain assignments, written peer critique will happen. When written response is required, a discussion forum will be created for each assignment. Each student will start a thread to upload their assignment. Directions for this process will be made available.

All work is due on the assigned date and time. Plan for a disaster and allow your self as much time as possible to complete your assignment.

Missing any mini-deadline will result in the subtraction of points from your final grade.

Missing a confirmed critique will result in an absence.

Instructor Response Time

Communication from students will be responded to within 24 hours during the work week. Weekend communication will be handled the next business day unless noted and communicated.

You are responsible for the work covered in the missed class at the next class meeting, as well as any work expected on the day you return. If you have an emergency, please feel free to email me:

angela.flournoy@tamuc.edu

ART 467
DESIGN COMMUNICATIONS III

WEDNESDAYS
6:30-10:30PM
ROOM C314

─────────────

Angela Flournoy
OFFICE C373

OFFICE HOURS
available upon request

─────────────

COURSE DESCRIPTION
Through the design of a mobile application and web experience, you will learn how to craft meaningful experiences for users with research, testing and visual design. You will also learn how to take all of the findings over the course of the projects and turn them into a well presented case study.

COURSE OBJECTIVES
• Understand the iterative process of creating user focused designs.
• Know how to get feedback quickly using methods like rapid prototyping and usability testing.
• Basic understanding of design and interaction patterns used on the web, iOS and Android.
• Craft compelling experiences through visual design and animation that are appropriate for your users.
• Know what's expected of you as a professional – presenting work, offering meaningful and focused critique, revising work and sticking to a timeline.

COURSE FORMAT
Each project will be broken into 3 phases:

Concept
• Discovery of who your client and users are. This includes everything from personas to core brand elements.
• Focus on an idea that's meaningful to the user.
• Wire frame and prototype your core experience.

Delivery
• Create mood boards using images and animations to inform your visual design.
• Apply visual and interaction design to the core flow of your experience.
• Prototype key interactions/animations.
• Validate and iterate key interactions.

Learning
• Create a presentation of your work summarizing your findings from concept to final delivery.
• Detail your key learnings and insights.

GRADING
Grades will be assigned according to the following scale:
A   work well above the general class level, evidence of participation in related activities outside of the classroom, thoughtful participation in classroom discussion and critique
B   work above the general class level, participation in classroom discussion and critique
C average work, minimal requirements met
D work below class average, lack of participation and/or poor attendance
F   inferior work, work not turned in, failure to attend class

Grades will be based on:
      45% Application Design
      45% Website Design
      10% Participation

ATTENDANCE
You may be absent from class twice. FIRST ABSENCE: You will receive an email notification of the absence SECOND ABSENCE: email notification of the absence that is copied to Lee Hackett. The first two emails serve as a warning. THIRD ABSENCE: Lee emails the student that they have failed the course, the instructor is copied. Two tardies equals one absence. Two tardies of 20 minutes or more equals an absence. A tardy of 60 minutes equals an absence. Two late returns from break of more than 10 minutes equals one absence. If a student is OVER 10 MINUTES late for the final, a full grade will be deducted from his or her final grade. If a student does not show up for the final they automatically fail the class.

There is no distinction between excused and unexcused absences.

FINAL CRITIQUE
Each student is required to be on time for the final critique and have all their assignments completed.
If a student is OVER 10 MINUTES late for the final critique, a full grade will be deducted from his or her final grade. If a student does not show up for the final critique they automatically fail the class.

SCHOLASTIC DISHONESTY
Texas A&M University-Commerce does not tolerate plagiarism and other forms of academic dishonesty.
Conduct that violates generally accepted standards of academic honesty is defined as academic dishonesty.

•   Scholastic dishonesty will not be tolerated in any class -related activity.
•   Scholastic dishonesty includes, but is not limited to, the submission of someone else's materials as one's own work.
•   Scholastic dishonesty may involve one or more of the following acts: cheating, plagiarism, or collusion.
•   Plagiarism is the use of an author's words or ideas as if they were one's own without giving credit to the source, including, but not limited to, failure to acknowledge a direct quotation. Cite your references.
•   Cheating is the willful giving or receiving of information in an unauthorized manner during an examination, illicitly obtaining examination questions in advance, copying computer or Internet files, using someone else's work for assignments as if it were one's own, or any other dishonest means of attempting to fulfill the requirements of a course.

ART 467
DESIGN COMMUNICATIONS III

WEDNESDAYS
6:30-10:30PM
ROOM C314

_____

Angela Flournoy
OFFICE C373

OFFICE HOURS
available upon request

_____

- Collusion is intentionally aiding or attempting to aid another in an act of scholastic dishonesty, including but not limited to, providing a paper or project to another student, providing an inappropriate level of assistance, communicating answers to a classmate during an examination, removing tests or answer sheets from a test site, and allowing a classmate to copy answers.
- Academic dishonesty could result in expulsion from the University

STUDENT CONDUCT
All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See current Student Guidebook).
Students should also consult the Rules of Netiquette for more information regarding how to interact with students in an online forum: Netiquette http://www.albion.com/netiquette/corerules.html

STATEMENT ON ACCOMMODATIONS FOR ADA ELIGIBLE STUDENTS
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities.
If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library- Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
Email: Rebecca.Tuerk@tamuc.edu | Website: Office of Student Disability Resources and Services
http://www.tamuc.edu/campusLife/campusServices/studentDisabilityResourcesAndServices/

STATEMENT ON STUDENT BEHAVIOR
All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See current Student Guidebook).
Students should also consult the Rules of Etiquette for more information regarding how to interact with students in an online forum: Etiquette http://www.albion.com/netiquette/corerules.html

NONDISCRIMINATION NOTICE
Texas A&M University-Commerce will comply in the classroom, and in online courses, with all federal and state laws prohibiting discrimination and related retaliation on the basis of race, color, religion, sex, national origin, disability, age, genetic information or veteran status. Further, an environment free from discrimination on the basis of sexual orientation, gender identity, or gender expression will be maintained.

TEXAS SENATE BILL - 11
(Government Code 411.2031, et al.) authorizes the carrying of a concealed handgun in Texas A&M University-Commerce buildings only by persons who have been issued and are in possession of a Texas License to Carry a Handgun. Qualified law enforcement officers or those who are otherwise authorized to carry a concealed handgun in the State of Texas are also permitted to do so. Pursuant to Penal Code (PC) 46.035 and A&M-Commerce Rule 34.06.02.R1, license holders may not carry a concealed handgun in restricted locations.
For a list of locations, please refer to (http://www.tamuc.edu/aboutUs/policiesProceduresStandardsStatements/rulesProcedures/34SafetyOfEmployeesAndStudents/34.06.02.R1.pdf) and/or consult your event organizer).
Pursuant to PC 46.035, the open carrying of handguns is prohibited on all A&M-Commerce campuses.
Report violations to the University Police Department at 903-886-5868 or 9-1-1.

HANDBOOK & SAFETY
All students enrolled in face-to-face art courses are required to comply with the procedures and policies of the Department of Art's Health and Safety Guidelines. The Guidelines cover activities in all A&M-Commerce art facilities on both the main campus and off-campus sites. Please report any safety issues immediately to your instructor(s), facilities technician, health and safety guidelines outlined, studio or lab assistant, or Brian Weaver, the department's Health and Safety Liaison. At the beginning of each semester in every course, the instructor will discuss with their students the inherent risks associated with art facilities and make sure they have read and completed the online Health and Safety Guidelines form.

Department of Art, Health and Safety Guidelines http://sites.tamuc.edu/art/resources/healthandsafety/
Health and Safety Form (to be signed online by all students) https://dms.tamuc.edu/Forms/ArtLabPolicy

*This must be completed on-campus while using the University wifi or ethernet connections.

COMMON DRIVE
All courses have a folder on the common drive. A copy of all final digital assignment work from undergraduate courses should be placed in the specific course folder.

Access the common drive:
viscomuser
viscom1910

INSTRUCTOR CONTACT INFORMATION
Please email me any questions as well as your class project work at the email below. Note: E-mail should be used for brief verbal communications. If your e-mail is lengthy schedule an appointment.