DES 420 Mobile App Design

Fall 2017 **Professional Practice I**	**www.evl.uic.edu/datsoupi/420/**	**Credit Hours: 4** **Lab: 2068 Engineering Research Facility** **842 West Taylor Street**	**Office Hours: Arranged**	**Donald Bergh** **dbergh@uic.edu** **Daria Tsoupikova** **tsoupi@uic.edu**

Description and Objectives

This course is an introduction to mobile application design. It will cover the design and development of interactive simulations for mobile devices (Apple's iPad). This course concentrates on training students to develop effective graphic and user interfaces for mobile media. It will provide students with a conceptual background and the working knowledge necessary to produce interactive multimedia prototypes for mobile product research and development.

The curriculum will be presented in two sequential areas of practice: The Fall semester will be devoted to problem understanding, research, ideation, design and initial development. Design includes user interface design, graphic design, and user experience (UX). Solution prototypes will be presented to the client in the form of storyboards. The Spring semester will be devoted to translating your design solution into a functioning application. This includes programming for all interactivity and multimedia required for mobile development, user testing, and incorporating the feedback into the process.

Students will work in teams in the year-long (Fall & Spring) research+design+development process of developing a new mobile app defined by a professional client. Each team will make two major presentations; a midterm and a final, of your app's development progress. The students will learn: 1) to design and implement innovative new mobile concepts, 2) to conduct market and user research, 3) to work in teams, 4) to build functional prototypes and interactive simulations for mobile devices, 5) to design mobile interfaces ready to be implemented into coding.

This course assumes that students have a working knowledge of computers, intermediate design knowledge, and familiarity with web design principles and software. For the duration of the course we will be using the Apple Macintosh platform and a variety of design software (such as Adobe Photoshop, Illustrator, etc.) and mobile design packages. While various software packages will be utilized, the course focuses on the research and development of creative concepts, ideas and the quality of their visualization.

We will use advanced visualization technologies available in EVL such as SAGE2, Scalable Amplified Group Environment. SAGE2 is designed for data-intensive visualization and team collaboration. We will use large display powered by SAGE2 for our critiques, presentations and demonstrations of team projects and collaboration to clients.

The focus of the assignments will be the creative use of the research and design techniques learned in class. Therefore we will be conducting group critiques and discussing the design elements of the work. Students are encouraged to share your work with classmates, engage in discussion and learn to use constructive criticism. Class lectures will include demonstrations, invited speaker presentations, discussions, design exploration, and historical information relevant to mobile app design. The course will meet in the computer lab with major time devoted to "hands on learning."

Materials

A sketchbook
Pencils (B+), black color markers, eraser, etc.
A mobile device for testing is preferred but not nesessary (iPad).
UIC web account/Google account

Lab fee

There is a $125.00 required laboratory fee for this course, which is used for the course supporting materials, and supplies (printer paper, copies, media storage, supplies for presentation etc

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Evaluation and Requirements

Your final grade will be based on your performance on the group project, evaluations of team member performance (peer evaluation), attendance and participation.

On-time class attendance is mandatory. It is not possible to make up or compensate for missed class sessions or quizzes. More than two unexcused absences will result in a reduction of the final grade by one letter grade; with every additional unexcused absence, the final grade will drop by an additional grade. Some of the discussions and exercises are done and graded in-class so you must attend class to receive these points.

For best in-class participation, you should complete required readings and tasks before class (will be specified in the study guide in each module).

Be prepared for a lot of hard work: be prepared to code, often, and much outside of the class. The aim of this course is to get you to a point where you can launch your own "App portfolio". This course will be difficult but also very much in-depth and useful to prepare your graduation portfolio.

There is a lot of self-study required: there are many recommended resources on mobile programming, and our course time is limited. Each session will have required pre-reading and post-reading. Make sure to, at the very least, skim the references. Our lecture time limited as well as our lab time, and the goal is to maximize that time. The instructor reserves the right to add online tutorials, lectures and video sessions to class lectures and homework.

You must submit all assignments via UIC Box/Google drive unless otherwise instructed on the deadline specified for each assignment. Assignments must be professionally prepared with recommended computer applications. Unless otherwise stated, assignments must be submitted electronically to the UIC Box/Google drive. For each assignment, be sure to include the following in the file/folder title:
Your last name_(underscore)_assignment number/title

Projects more than 5 days late will not be accepted. Be sure to submit the work well ahead of due time. Excuses like website or computer error will not be accepted after the due date.

'Incompletes' will only be granted according to University policy.

A Consistent growth in the above listed as well as excellent work. Excellent work consistently
goes above and beyond what is required.
B Above average growth in the above listed as well as above average work.
C Average growth in the above listed as well as average work.
D Dissatisfactory growth in the above listed and incomplete work.
E Dissatisfactory growth in the above listed, incomplete work and poor attendance.

The numeric breakdown for the final grade follows:

30% App and project documentation (team)
20% Midterm and Final presentations (team)
20% Assignments and tests (Individual)
30% Contribution to team functionality (Individual)

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Any individuals with learning disabilities or special needs must make the instructor aware of them prior to the due date of the first major assignment. Those who require accommodations for access and participation in this course must be registered with the Disability Resource Center. Please contact DRC at 312/413-2183 (voice) or 312/413-0123 (TTY). http://www.uic.edu/depts/oaa/disability_resources/contact.html

If you wish to observe your religious holiday, which is in the conflict with mandatory academic attendance, you should notify the instructor by the tenth day of the semester of the date on which you are requesting an absence.

You are responsible for understanding what constitutes academic dishonesty. Academic dishonesty is an extremely serious offense. All cases of academic dishonesty will be dealt with in accordance with the policies of the University as published in the Undergraduate Catalogue and the University of Illinois at Chicago policy on Academic Honesty at: http://www.uic.edu/ucat/cat1315archive/index.shtml

Recommended Readings

Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa Paperback by Jonathan Stark, O'Reilly Media
Beginning iOS 7 Development: Exploring the iOS SDK by David Mark, Jack Nutting, Jeff LaMarche, Fredrik Olsson, Apress
Web Development & Design Foundations With Html5 by Terry Felke-Morris, Addison-Wesley
HTML and CSS: Design and Build Websites by Jon Duckett, Wiley
Mobile Usability by Jakob Nielsen and Raluca Budiu, New Riders
HTML, XHTML, and CSS, Visual QuickStart Guide by Elizabeth Castro, Peachpit Press
Mobile Usability by Jakob Nielsen and Raluca Budiu, New Riders
HTML, XHTML, and CSS, Visual QuickStart Guide by Elizabeth Castro, Peachpit Press
Typographie by Emil Ruder, Arthur Niggli/Teufen
The Elements of Typographic Style by Robert Bringhurst, Hartley & Marks Publishers

Resources

Lynda.com Training Tutorials UIC, http://www.uic.edu/depts/accc/training.html/index.html
Google drive account
Box @ UIC, http://accc.uic.edu/service/box
Blackboard, http://blackboard.uic.edu/—is used to communicate online and post grades only. You can find support in using Blackboard at the ITL Help Desk at 312-996-9824, by email: blackboard@uic.edu, and http://accc.uic.edu/service/blackboard, so plan accordingly.

Policies

No cell phone usage in the lab. You are responsible to turn your cell phone off prior to the class.
No non-class materials loaded into the computers.
No food or drink in the computer labs.
No surfing the Internet during lectures.
Reconfiguring the system on Cyber-Commons unusable for other courses and may result in dismissal from the course.

Projects created in this course may be used by the Department for purposes of promotion for students, the School or the University in general. The School may also use these materials for instructional purposes in future courses.

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Academic Deadlines

Deadlines to add, drop, or withdraw from a course and other important academic deadlines can be found at: http://www.uic.edu/ucat/catalog/CA.shtml

Disability Policy

The University of Illinois at Chicago is committed to maintaining a barrier-free environment. Students with disabilities who require accommodations for access to and/or participation in a course must be registered with the Disability Resource Center (DRC). You may contact DRC at 312-413-2183 (v) or 773-649-4535
(VP/Relay) and consult the following: uic.edu/depts/oaa/disability_resources.

Grievance Proceedures

UIC is committed to the most fundamental principles of academic freedom, equality of opportunity, and human dignity involving students and employees. Freedom from discrimination is a foundation for all decision making at UIC. Students are encouraged to study the University's "Nondiscrimination Statement." Information on grievance policies and procedures is available on the University web pages of the Office of Access and Equity: http://oae.uic.edu/.