DES 420

Mobile App Design Syllabus

Description and Objectives

The Mobile Web Design and Development course provides a solid mobile design and development foundation focusing on user-centered design, and client-side research components. 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. Students explore the current standards and best practices of mobile design and user experience (UX). Throughout the course, students work with Adobe CS, Xcode, Swift, Github, Google Drive and other software and online tools.The course utilizes a hands-on approach to guide students through learning and understanding the mobile design and development process. This course is primarily designed for students with minimal technical experience. By the end of the course, students will be able to plan, design, and implement a front-end functioning mobile app.

This course concentrates on training students to research and develop effective graphic and user experiences (UX) for mobile devices (Apple's iPad/iPhone). 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 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.

Upon successful completion of the course, students should be able to:
1) Design and implement innovative mobile app based on effective UX design principles.
2) Conduct the necessary research to inform the design and development process.
3) Work in teams.
4) Build functional prototypes and interactive simulations for mobile devices.
5) 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. 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 online technologies such as:
-Zoom(class meetings),
-Blackboard (announcements, grades, discussion boards),
-Mural (sketches, ideation, drawings),
-Google Drive(class folder with all the files),
-Github (collaborative development),
-Google Docs (editable documents) for our projects, discussions and collaboration with clients.

Required & Recommended Textbooks

iOS Programming. The Big Nerd Ranch Guide by Christian Keur, Aaron Hillegass, 7th ed
Beginning Xcode by Matthew Knott Daniel Bramhall
Mobile Usability by Jakob Nielsen and Raluca Budiu, New Riders
The Elements of User Experience: User-Centered Design for the Web and Beyond by Jesse James Garrett
A Project Guide to UX Design: For user experience designers in the field or in the making by Russ Unger and Carolyn Chandler
Learn Xcode Tools for Mac OS X and iPhone Development by Ian Piper
Typographie by Emil Ruder, Arthur Niggli/Teufen
The Elements of Typographic Style by Robert Bringhurst, Hartley & Marks Publishers

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Fall 2024
Professional Practice I

Credit Hours: 4

www.evl.uic.edu/mad/

Office Hours:
By Appointment

Lecture/Lab:
Mon/Wed 1.00-6.40pm
EVL / room 2068
ERF / 842 W Taylor st.

Daria Tsoupikova
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Evaluation and Requirements

Your final grade will be based on your performance on the group project, weekly assignments, quizzes, peer evaluation, attendance, participation, and your ability and willingness to accept client and faculty feedback. In order to successfully pass the course, students will be expected to complete the activities listed below. Weights listed between parentheses indicate the contribution of the specific component to the final course grade. The course evaluation components listed below are mandatory. Students do not have the option of opting out of any of the activities required for the assessment of these components.

Attendance and Participation (20%):
this component of the final grade is based on your contribution to the class in the form of attendance and active participation. Students are expected to attend every class meeting, arrive on time and stay until the end. Regular and punctual attendance may be used, at the professor's discretion, to make adjustments to the final grade in borderline cases. Active participation will help students achieve the best learning experience. Completing the readings indicated in the class schedule before class, and being fully present during each class will help students actively engage during each class meeting. Active participation includes active engagement during in-class activities and contributions through asking questions or providing answers when material is unclear. The professor will assume that you are well prepared for each class meeting and will feel free to call upon you to provide an answer or comment. Each absence will be penalized by 1% in the case where permission was not granted by the professor ahead of time. 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. Be prepared for a lot of hard work: be prepared to design, research and code, often, and much outside of the class. This course will be difficult but also very much in-depth and useful to prepare your graduation portfolio.

Assignments, Quizzes (30%):
Assignments will be due on Mondays by 10:00 am unless otherwise specified. Project deliverables will have a different deadlines' structure.. Any number of unannounced quizzes may be given during the semester at the beginning or end of class. There are no make-ups for assignments or quizzes.

Team Project (50%):
Teams will consist of 3-4 people. Teams will propose their own projects and go through an ideation phase. Ideas will have to be approved by the instructor and a client. Each team will have to submit various deliverables including a project proposal, prototype wireframes and/ or user flow charts, market research, sketches, peer evaluations, simulations, user testing evidence, presentation and final design. Teams are expected to submit all the deliverables in order to receive a final grade on the group project. Members are expected to contribute to every deliverable and be present in ALL group meetings and class presentations . Kindly be aware that peer evaluations can increase your final grade by 5% or reduce it by 15%.

A (90-100%)	B (80-89%)	C (70-79%)	D (60-69%)	F (0-59.9%)	I
work of exceptional quality and craft	work of overall good quality and craft	work of overall average quality and craft	work of overall poor quality and craft	work is incomplete or missing	an incomplete is given only in the event of extreme or dire circumstances
level of interest and quality of research exceeds expectations	level of interest and quality of research meets expectations	level of interest and quality of research is minimal	level of interest and quality of research is poor	no demonstrated interest or evidence of research	
deep understanding of material and concepts presented	clear understanding of material and concepts presented	vague understanding of material and concepts presented	lacks understanding of material and concepts presented	no understanding of material and concepts presented	
class participation is active and enthusiastic, perfect attendance	class participation is open and attentive, good attendance	class participation is minimal, inconsistent attendance	class participation is nonexistent, weak attendance	class participation is nonexistent, poor attendance	

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Course Policies

Attendance and Preparation for Class: You are expected to attend all scheduled class sessions with your reading and supplementary materials. Readings are to be completed prior to class.

Laptops, Tablets and Cell Phones:
While this course is centered on mobile technologies, using mobile devices such as cell phones and tablets (even for texting purposes) in class is unprofessional behavior and forbidden in this course. Turn your cell phones to airplane mode while in class. Never answer a phone call in class. Employers will leave you a message or call you back; they also want professionals who know when and when not to take calls.
Laptops can only be used for classroom purposes when directed by the professor. Bring your laptops to every class but please leave them in your book bags or closed until needed.
Misuse of laptops or mobile devices will be considered a breach of discipline and appropriate action will be initiated by the professor.

Absences: Each absence will be penalized by 1% in the case where permission was not granted by the professor ahead of time. 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. In the event you have an excused absence, it is your responsibility to notify the instructor and catch up on missed class material.

Assignments: In both the professional and academic world, you must meet deadlines. In this class, assignments will be due on Mondays by 1:00 pm unless otherwise specified. Make sure to double check the submission deadline for every assignment. Assignments submitted after the deadline will be considered late.

Late Assignments: Late assignments will receive a 15% penalty for the first day they are late, and 10% for each day afterwards . So, if you submit a perfect assignment a day late, you earn 100% - 15% = 85%; two days late, you earn 100% - 25% = 75%; and so on. Hardware failure is not an acceptable reason for turning in an assignment late. You should always make a backup of your files.

Lab Fee

A $125.00 laboratory fee is required for this course, which is used for the course supporting materials, and supplies (mobile devices, printer paper, copies, media storage, supplies for presentation etc.)

Software / Hardware

Macintosh (2019 or newer!):
        No Windows, or older Macs!
broadband Internet connection
Adobe Creative Suite (XD, Illustrator, Photoshop, InDesign)
A mobile device for testing is preferred but not necessary (iPhone)
UIC web account / Google account /Zoom account
LicnkedIn Training Tutorials UIC, http://www.uic.edu/depts/accc/training.html/index.html
Blackboard, Box, Google Drive

Electronic Communication Mantra

If it's a grade, quizz or discussion it's on Blackboard;
if it's any material, link, assignment, date or video, it's on the class website;
if it's a file upload/download it's on the Box.

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Campus Resources

Academic Integrity
UIC is committed to providing an environment in which research, learning, and scholarship can flourish and in which all endeavors are guided by academic and professional integrity. All members of the campus community—students, staff, faculty, and administrators—share the responsibility of ensuring that these standards are upheld so that such an environment exists. Instances of academic misconduct will be handled pursuant to the Student Disciplinary Policy.

Counseling Center
UIC is committed to helping students deal with stress, handle a crisis or trauma, cope with the transition to college, gain strength from gender and cultural identity, or manage mental illness and other issues. Our counselors can help students increase resilience and positive well-being by developing effective coping and problem-solving skills. Click the link to make an appointment.

Disability Resource Center
UIC is committed to full inclusion and participation of people with disabilities in all aspects of university life. Students who face or anticipate disability-related barriers should use the link to connect with the Disability Resource Center (DRC). Instructors in receipt of a Letter of Accommodation will work with the student and the DRC to implement the approved accommodations.

Office for Access and Equity
UIC is committed to providing access to employment, programs, and services in an environment free of unlawful discrimination and harassment. Dispute Resolution Services (DRS) provides confidential consultation, facilitation, and mediation services to students, faculty, academic and support staff.

Nondiscrimination Policy Statement
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 click the link to review the statement.

Grievance Procedures
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: www.uic.edu/depts/oae.

Special Needs
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 773-649-4535 (VP/Relay) and consult the following: http://drc.uic.edu/.

Disclaimer
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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Campus Safety

UIC is committed to public safety, and provides UIC Alerts for real-time news and a free smartphone app that allows students to take advantage of the many campus safety services offered. Please download the appropriate app to your smartphone—Apple (UIC SAFE) or Android (UIC Mobile)—and familiarize yourself with its features so you're prepared in case of an emergency. In addition to the features listed below, the app also contains a full Safety Toolbox, Support Resources, and Emergency Response Guidelines.

Panic Button
one-touch button to silently send your location to UIC Police

Friend Virtual Walk
real-time tracking with a contact of your choice

UIC Police Virtual Escort
real-time tracking with UIC Police, available 24 hours/every day

Walking Safety Escort
in-person Student Patrol or UIC Police campus escort, available 24 hours/every day
use app or dial direct 312-996-2830

Work Alone
alert sent to a contact of your choice if you fail to respond to a designated check-in

Safe Commute
Night Ride—a campus shuttle van will give you a ride, available 11 pm–7 am/every day
use app or dial direct 312-996-6800

Report a Tip
Call UIC Police—use app, dial direct 312-355-5555 or from a campus phone 5-5555
Report Crime/Submit Tip—use app to report criminal incident, misconduct, or harassment
Chat with UIC Police—use app to share information, request assistance, or ask a question
Call the National Suicide Prevention Hotline—available 24 hours/every day use app or dial direct 800-273-8255

COVID-19 Safety Protocols at UIC

Please follow UIC COVID-19 policy found on
https://provost.uic.edu/news-stories/uic-guidance-on-covid-19-policies/