

Course Outline

Code: DES307

Title: Interactivity and Frameworks

School:	Communication & Creative Industries
Teaching Session:	Semester 1
Year:	2019
Course Coordinator:	Dr Ian White, iwhite@usc.edu.au
Course Moderator:	Dr Ian White, iwhite@usc.edu.au

Please go to the USC website for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1 Description

In this course you will learn to design, develop and model interactions accurately for website visitors. You will gain knowledge in writing JavaScript and mastering the jQuery library. JavaScript and jQuery are object-oriented procedural languages that enable you to build engaging screen designs that also drive dynamic content within websites. Through project work you will gain hands-on experience that will inform and advance your professional web development productivity.

1.2 Field trips, WIL placements or activities required by professional accreditation

Activity	Details
Nil	Nil

2. What level is this course?

300 level Graduate - Independent application of graduate knowledge and skills. Meets AQF and professional requirements. May require pre-requisites and developing level knowledge/skills. Normally taken in the 3rd or 4th year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

Specific Learning Outcomes	Assessment tasks	Graduate Qualities or Professional Standards mapping
On successful completion of this course, you should be able to:	You will be assessed on the learning outcomes in task/s:	Completing these tasks successfully will contribute to:
Design and prototype functional user interfaces and interaction designs targeted to specific UX personas.	1 and 3	Empowered
Produce creative and innovative solutions to problems in response to project and client briefs	1, 2 and 3	Creative and critical thinking

Specific Learning Outcomes On successful completion of this course, you should be able to:	Assessment tasks You will be assessed on the learning outcomes in task/s:	Graduate Qualities or Professional Standards mapping Completing these tasks successfully will contribute to:
Develop user-centric applications that provide tangible outcomes to end users	1 and 3	Engaged
Apply modern code techniques to the development of functional, interactive web experiences.	2 and 3	Empowered
Identify, evaluate and incorporate third-party frameworks, tools, libraries and plugins into your web applications	2 and 3	Empowered
Critically evaluate the effectiveness of an applications user interface, user experience and interaction design	1 and 3	Creative and critical thinkers

5. Am I eligible to enrol in this course?

Refer to the [USC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1 Enrolment restrictions

Nil

5.2 Pre-requisites

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5.3 Co-requisites

Nil

5.4 Anti-requisites

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5.5 Specific assumed prior knowledge and skills (where applicable)

How to prototype, develop and build a basic Responsive Web Design (RWD) application.

6. How am I going to be assessed?

6.1 Grading scale

Standard – High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL)

6.2 Details of early feedback on progress

Formative Feedback will be provided via discussion in tutorial.

6.3 Assessment tasks

Task No.	Assessment Product	Individual or Group	Weighting %	What is the duration / length?	When should I submit?	Where should I submit it?
1	Artefact - Creative, and Written Piece	Individual	30%	UI Designs plus 900 word UX report	Friday, 5pm, Week 5	Online Assignment Submission

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2	Portfolio	Individual	30%	Online portfolio of exercises	Friday, 5pm, Week 9	Online Assignment Submission
3	Artefact - Creative, and Written Piece	Individual	40%	Multi-page website and critical analysis	Friday, 5pm, Week 13	Online Assignment Submission
			100%			

Assessment 1: UI/UX design and documentation

Goal:	Work from a client brief to design and justify the user interface and user experience of a complex web application
Product:	Artefact - Creative, and Written Piece
Format:	<p>Industry Format Mobile UI designs plus 900 word UX report</p> <p>Based on a client brief you will develop UX personas which you will then use to research and design a series of user interfaces and interactions for a mobile web application. You will accompany the finished designs with a 900 user experience report that justifies and explains the user experience of your application</p> <p>All steps including research, ideation, sketching and developmental processes must be documented. The full project brief, along with relevant readings, links and examples is available on Blackboard in the Task 1 Folder.</p>
Criteria:	<ul style="list-style-type: none"> • Overall standard of your interface and interaction designs • Justification and defense of the interface design and user experience • Application of standards <ul style="list-style-type: none"> ○ Relevance and quality of the UX personas ○ Interface design principles ○ Design and prototype interaction effects • Documentation of research and design processes

Assessment Task 2: UI/UX/ID design exercise portfolio

Goal:	To explore a range of user interface, user experience and interaction design topics, techniques and problems
Product:	Portfolio
Format:	<p>Industry Format</p> <p>Exercises will be introduced in workshops that explore problems and strategies in modern user interface design, user experience and interaction design. The exercises will utilise existing knowledge of HTML, CSS and PHP and build further skills in these areas as well as introduce the fundamentals of JavaScript and jQuery. Exercises will be compiled into a cohesive online portfolio.</p> <p>Details of each exercise along with relevant supporting material will be available on Blackboard in the Task 2 folder</p>
Criteria:	<ul style="list-style-type: none"> • Interpretation of a brief to provide a creative and functional solution • Application of UI/UX/ID principles • Produce valid, semantic HTML/CSS/JS • Correct application of filing, file type selection, naming convention, image sizing and compression.

Assessment Task 3: Multi page interactive website & documentation

Goal:	To consider user experience in the design and development of a multi-page, interactive website.
Product:	Artefact - Creative, and Written Piece
Format:	<p>Industry Format</p> <p>Multi-page website (minimum 3 pages) with critical analysis.</p> <p>You will research a social issue (negotiated with your tutor). Based on your chosen issue you will develop a user persona then and write, design and develop a multi-page, interactive website that provides information, resources and education about your topic relative to your user persona. The website should serve as a focal point for a larger communication campaign. Using techniques and skills learnt through the semester you will implement interactive elements and effects in both JavaScript/jQuery and CSS.</p> <p>All steps including research, inspiration, design, coding, development and testing process must be included in your critical analysis. The full project brief, along with relevant readings, links and examples is available on Blackboard in the Task 3 Folder.</p>
Criteria:	<p>Application of user experience principles to interface and interaction design</p> <ul style="list-style-type: none"> • Design and write a website targeted to UX personas • Prototype the interface and interaction design using industry standard tools • Develop the website using best practice HTML, CSS, PHP and JavaScript • Test and deploy the website to your student hosting account • Critically reflect on the success of the website as a solution to the initial brief. <p>Application of planning strategy and documentation (research, coding and design processes)</p>

7. Directed study hours

The directed study hours listed here are a portion of the workload for this course. A 12 unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Directed study hours may vary by location. Student workload is calculated at 12.5 learning hours per one unit.

Location:	Directed study hours for location:
Sippy Downs	Workshop: 3 hours

8. What resources do I need to undertake this course?

Please note that course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Blackboard site. Please log in as soon as possible.

8.1 Prescribed text(s) or course reader

Nil

8.2 Specific requirements

Nil

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low.

It is your responsibility as a student to review course material, search online, discuss with lecturers and peers, and understand the health and safety risks associated with your specific course of study. It is also your responsibility to familiarise yourself with the University's general health and safety principles by reviewing the [online Health Safety and Wellbeing training module for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1 Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Blackboard, are electronically checked through SafeAssign. This software allows for text comparisons to be made between your submitted assessment item and all other work that SafeAssign has access to.

10.2 Assessment: Additional requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- a) The final mark is in the percentage range 47% to 49.4%
- b) The course is graded using the Standard Grading scale
- c) You have not failed an assessment task in the course due to academic misconduct

10.3 Assessment: Submission penalties

Late submission of assessment tasks will be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.
- 10% (of the assessment task's identified value) for the third day
- 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.
- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task.

Weekdays and weekends are included in the calculation of days late.

To request an extension, you must contact your Course Coordinator and supply the required documentation to negotiate an outcome.

10.4 Study help

In the first instance, you should contact your tutor, then the Course Coordinator. Additional assistance is provided to all students through Academic Skills Advisers. To book an appointment or find a drop-in session go to [Student Hub](#).

Contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au

10.5 Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Administration of Central Examinations

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- Deferred Examinations
- Student Academic Misconduct
- Students with a Disability

Visit the USC website:

<http://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.6 General Enquiries

In person:

- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **USC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **USC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **USC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au