



COURSE OUTLINE

DES307 Interactivity and Frameworks

Course Coordinator: David Harris (dharris2@usc.edu.au) **School:** School of Business and Creative Industries

2021 | Semester 1

USC Sunshine Coast

ON CAMPUS

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE 1

You can do this course without coming onto campus.

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 user interfaces and interactions. You will build on your HTML and CSS skills as well as gain knowledge in writing JavaScript and the jQuery library. JavaScript and CSS will be used to add interactive elements to web applications. Through project work you will gain hands-on experience that will inform and advance your professional user experience, user interface design and interaction design skills.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
ON CAMPUS			
Laboratory – On campus laboratory for 12 weeks (or equivalent).	3hrs	Week 1	12 times
ONLINE 1			
Online – 3 hours online content for 12 weeks (or equivalent).	3hrs	Week 1	12 times

1.3. Course Topics

- Principles of interaction
- UX/UI in interactive design
- Interaction in art and design
- Advanced interactivity in online environments
- Interactive design frameworks
- Software and hardware for interactive media
- Audience interaction and user experience

2. What level is this course?

300 Level (Graduate)

Demonstrating coherence and breadth or depth of knowledge and skills. Independent application of knowledge and skills in unfamiliar contexts. Meeting professional requirements and AQF descriptors for the degree. May require pre-requisites where discipline specific introductory or developing knowledge or skills is necessary. Normally undertaken in the third or fourth full-time study 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?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Design and prototype functional user interfaces and interactive designs targeted to specific UX personas.	Empowered
2 Produce creative and innovative solutions to problems in response to project and client briefs	Creative and critical thinker
3 Develop user-centric applications that provide tangible outcomes to end users	Engaged
4 Apply modern code techniques to the development of functional, interactive web experiences.	Empowered
5 Identify, evaluate and incorporate third-party frameworks, tools, libraries and plugins into your interactive experiences.	Empowered
6 Critically evaluate the effectiveness of an applications user interface, user experience and interaction design	Creative and critical thinker

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. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

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5.4. Specific assumed prior knowledge and skills (where applicable)

Students should have basic skills in HTML and CSS and should be able 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 Grading (GRD)

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 in Week 4 and Week 6.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative, and Written Piece	Individual	30%	Interactive design and 1000 word report.	Week 5	Online Assignment Submission
All	2	Portfolio	Individual	30%	Portfolio of 5 interactive exercises.	Week 10	Online Assignment Submission
All	3	Artefact - Creative, and Written Piece	Individual	40%	Interactive project (presented online), 1000 word report and project documentation.	Week 13	Online Assignment Submission

All - Assessment Task 1: Interactive design and documentation

GOAL:	Work from a client brief to design and justify the user interface and user experience of an interactive experience.	
PRODUCT:	Artefact - Creative, and Written Piece	
FORMAT:	<p>Based on a client brief you will develop UX personas which you will then use to research and design a series of user interface and interactions for a mobile web application. You will accompany the finished designs with a 1000 word 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:	No.	Learning Outcome assessed
	1	Overall standard of your interface and interaction designs.
	2	Justification and defense of the interface design and user experience.
	3	Application of standards - Relevance and quality of the UX personas.
	4	Application of standards - Interface design principles
	5	Application of standards - Design and prototype interaction effects
	6	Documentation of research and design processes.

All - Assessment Task 2: Interactive Design Portfolio

GOAL:	To explore a range of user interface, user experience and interaction design topics, techniques and problems through a digital portfolio.
PRODUCT:	Portfolio
FORMAT:	Exercises will be introduced in tutorials that explore problems and strategies in modern user interface design, user experience and interaction design. Details of each exercise along with relevant supporting material will be available on Blackboard in the Task 2 folder.

CRITERIA:	No.	Learning Outcome assessed
	1	Interpretation of a brief to provide a creative and functional solution.
	2	Application of UI/UX/ID principles.
	3	Produce valid, semantic HTML/CSS/JS.
	4	Correct application of filing, file type selection, naming convention, image sizing and compression.

All - Assessment Task 3: Interactive Project

GOAL:	To design and develop a major interactive project.	
PRODUCT:	Artefact - Creative, and Written Piece	
FORMAT:	You will research a social issue (negotiated with your tutor) and develop an interactive project addressing the problem that could be delivered as a website, mobile application or interactive experience. The scale and scope of your project must be negotiated with your tutor. All steps including research, design, prototyping, development and testing must be included in your documentation. The full project brief, along with relevant readings, links and examples is available on Blackboard in the Task 3 Folder.	
CRITERIA:	No.	Learning Outcome assessed
	1	Design and develop an effective and original interactive experience. 1 3
	2	Prototype the interface and interaction design using industry standard tools. 6
	3	Develop the interactive experience using appropriate software and hardware. 4 5
	4	Critically reflect on the success of the interactive experience. 6
	5	Application of planning strategy and documentation (research, prototype and design processes) 2 6

7. Directed study hours

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.

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

Please note: 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

There are no required/recommended resources for this course.

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 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 and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training 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

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

The final mark is in the percentage range 47% to 49.4%

The course is graded using the Standard Grading scale

You have not failed an assessment task in the course due to academic misconduct.

10.3. Assessment: Submission penalties

Late submission of assessment tasks may 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 to negotiate an outcome.

10.4. Study help

For help with course-specific advice, for example what information to include in your assessment, you should first contact your tutor, then your course coordinator, if needed.

If you require additional assistance, the Learning Advisers are trained professionals who are ready to help you develop a wide range of academic skills. Visit the [Learning Advisers](#) web page for more information, or contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au.

10.5. Wellbeing Services

Student Wellbeing provide free and confidential counselling on a wide range of personal, academic, social and psychological matters, to foster positive mental health and wellbeing for your academic success.

To book a confidential appointment go to [Student Hub](#), email studentwellbeing@usc.edu.au or call 07 5430 1226.

10.6. AccessAbility Services

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, learning disorder mental health issue, injury or illness, or you are a primary carer for someone with a disability or who is considered frail and aged, [AccessAbility Services](#) can provide access to appropriate reasonable adjustments and practical advice about the support and facilities available to you throughout the University.

To book a confidential appointment go to [Student Hub](#), email AccessAbility@usc.edu.au or call 07 5430 2890.

10.7. 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
- 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>

10.8. General Enquiries

In person:

- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC Moreton Bay** - Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **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