INTERDISCIPLINARY TEAM PROJECT
CDE 335-010 Friday 10-12:50pm

Professor Josh Miller
Email: jomiller@kutztown.edu
Office: Sharadin 309
Phone: 610 683 4529
(email is the best way to contact me)

www.josh-miller.com/teamproject

Office Hours:
Tues/Thurs 7:30-8am
Friday 8:30-10am, 1-3:30pm

SUGGESTED TEXTS:

UX for Beginners: A Crash Course in 100 Short Lessons, Marsh, 1491912685

Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability, Krug, 0321965515

REQUIRED MATERIALS
Notebook to diligently take notes

COURSE OBJECTIVES
Students in CDE335 will:

• Understand contemporary web design and development trends
• Gain an understanding of fundamental programming techniques and terminology that can be applied to any programming language
• Understand the history and industry practices of interactive and web designers/developers
• Design content for specific users, devices, and interfaces
• Understand how teams of designers and developers work together
• Build functional and viable products under time constraints.
• Select appropriate technology based on project requirements
• Examine the functional viability of the product, and build a business plan
• Demonstrate and apply the marketing mix associated with bringing a product to market

COURSE STRUCTURE:
We will meet once a week in SH 213. We will be joined by CSC 363 - Interdisciplinary Rapid Software Prototyping. Course time will be primarily lab-based, with a schedule dictated by your team for your specific project.

YOUR RESPONSIBILITIES
You are responsible to be at all the scheduled class meetings. You are responsible to contact me if you must miss any class due to illness or conflict, before the scheduled class meeting by e-mail.

You are responsible for becoming familiar with any information covered in handouts for the course. If you're absent when handouts are distributed, it's up to you to borrow them from a fellow student & copy them. You are responsible to be in class on the assigned test days, as make-ups will not be possible in this class.

On all assignments, personal inspiration, ideas, questions, and adjustments are encouraged. If you have a related topic or subject that you would like to do, please feel free to discuss it with me personally so that it can be approved at the end of class.

EVALUATION
As a directive of Kutztown University and using the IDEAS Evaluation Instrument the Communication Design Department has specified these objectives as essential and important for this course. These objectives will be used as the main criteria for student evaluations of this course

• Developing specific skills competencies, and point of view needed by professionals in the field.
• Learning fundamental principles, generalizations, or theories
• Learning to apply course material(to improve thinking, problem solving and decisions.

LATE WORK
Assignments are due at the beginning of class. Late projects will receive a deduction of 10 points for every 24 hours late- weekends included. (if a project is due on Friday and you turn it in on Monday, your grade will be dropped 30 points).

ACADEMIC HONESTY
Please familiarize yourselves with Kutztown University's Academic Honesty (http://conduct.dept.kutztown.edu/acadhonesty.aspx.) Plagiarism is not limited to written materials. It also includes the wrongful appropriation in whole or in part of someone else's literary, artistic, musical, mechanical or computer-based work.

The penalty which will be applied in this class is Failing grade for assignment for the first violation (for each student if applicable), subsequent violations will result in an F for the course.

When it comes to code, specifically within the realm of "creative coding," the issue of "cheating" becomes much more complex. You are not programmers, you are designers, I get that. You will be working with programmers who will be graded separately and must adhere to their own academic honesty standards. Plagiarizing off your classmates will likely not be an issue in this class because everyone will be working on divergent projects, but plagiarizing from the internet is a problem. You are allowed to use *snippets* of code from the internet (libraries, code samples, etc) as long as they are credited (write a comment to show where the code is taken from). You are not allowed to use code from the internet that provides the functional pieces of your project. Examples will be given in class, if you have questions, ask before you copy and paste code from the web. It would be terrible to fail a class in your senior year.

Here's the line on this one, if you are finding another example of exact project you are creating, and you copy some or all of it, you just cheated. If you are fixing an error, or looking for some sample code on how to do a component of your project, you are probably okay. If you are reading for reference, or to help you understand, you are always okay. The internet is great for learning, but it's also great for cheating. Don't.

GRADING SCALE
A	93-100%
A-	90-92%
B+	87-89%
B	83-86%
B-	80-82%
C+	77-79%
C	73-76%
C-	70-72%
D	60-69%
F	Below 60%

ACCOMMODATIONS
If you have already disclosed a disability to the Disability Services Office (215 Stratton Administration Building) and are seeking accommodations, please feel free to speak with me privately so that I may assist you.

If you have an injury sustained during military service including PTSD or TBI, you are also eligible for accommodations under the ADA and should contact the Disability Services Office.

TITLE IX
In order to comply with Title IX of the Education Amendments of 1972 and university policy, Kutztown University's faculty and staff must report incidents of sexual violence, sexual harassment, dating violence, domestic violence, and stalking, including relevant details, such as the names of those involved in the incident, to the Department of Public Safety and Police Services and to Jesus Peña, Title IX Coordinator. The only exceptions to the faculty member's reporting obligation are when the previously listed offenses are communicated by a student during a classroom discussion, in a writing or other creative assignment for class or as part of a university-approved research project. Faculty members are obligated to report sexual violence or any other abuse of a student who was, or is, a child (a person under 18 years of age) when the abuse allegedly occurred to the person/entity designated in the university's protection of minors policy. Information regarding the reporting of sexual violence and resources available to victims of sexual violence is set forth at: http://www2.kutztown.edu/about-ku/administrative-offices/social-equity/title-ix-information-.htm and http://www.kutztown.edu/prebuilt/apps/policyregister/policy.aspx?policy=GEN-005.

COURSE PROJECTS

Writeup 1 (group)	15%
Checkins (meeting deliverables, individual)	15%
Final documentation website (group)	10%
Gallery setup/final presentation (group)	10%
Course Project Deliverable (individual)	50%

This syllabus is offered as a guide; however, it is subject to change throughout the semester, as necessary.

TIMELINES

January 24 - Meet separately for an hour. Discuss general project topic ideas for the semester, process for collaboration. Distribute a survey of strengths. Presentation on interactive artists/interactive installations

January 31 - Presentation in planetarium first hour. Then in SH 213: project pitch, anyone can present an idea. Distribute surveys of 1st, 2nd, 3rd choice. *Based on your responses to both surveys, Professor Parson and I will assign teams.*

February 7 - Meet as a team to generate a timeline and set of deliverables for the semester & setup roles/ team leader

February 14 - Meet as a team, discuss project details for combined writeup.

Combined team writeup covering project overview, roles, technology, branding, project management, audience/personas, competitive analysis, mood board, process flow, rough wireframes of interface/revised user experience documentation

Friday February 14th - Combined writeup due at 11:59pm

March 20 - Progress checkin

April 10 - Progress checkin

April 24 - Project Due
Completed project due, setup piece during class, formal testing, based on feedback document bugs and revise

April 27 - May 8 - Gallery reserved
We will split the time with the Physical Computing class. Projects must run (correctly) for the duration of the show, it's your responsibility to make sure everything is working every day.

April 28 at 11am - TENTATIVE Opening, Attendance is required.

May 1 - Additional demos, if necessary. Project filming/documentation

Wednesday May 6 - Project documentation site due, take-down project May 6