Instructor: Lucas Lacerda
lucaslacerda@cunet.carleton.ca
Room 446 Azrieli Pavilion.
Tel. 613 • 520 • 2600, ext. 5672
Office Hours: by email

Time and Location: Please refer to Carleton Central under Student Services – Registration – Search Schedule: https://admissions.carleton.ca/faqs/where-can-i-find-the-class-schedule/

Course Description
Special Industrial Design Studies deal with specific projects, which may differ from year to year depending on the availability of specialists in a particular field or study opportunities as they present themselves. Prerequisite(s): IDES 2302 or permission of the School of Industrial Design. Lectures, tutorials, laboratory and studio three hours a week or equivalent.

Learning Outcomes
During Winter 2020, this special studies course will cover the basics of UX/UI design practice. By the end of this course, students will be able to:

- Produce a portfolio of work that fulfills the industry requirements of a UX designer position.
- Create wireframes with specialized prototyping application (Adobe XD will be required).
- Create and apply usability test, and present and synthesize test results
- Demonstrate best practices in creating design systems
- Formulate user story maps and user stories within an Agile Scrum environment
• Demonstrate cross-functional skills such as teamwork, communications, problem solving, active listening and storytelling

Course Deliverables

These are the deliverables for this course. Please see ‘Appendix A Course Schedule’ for more detailed information.

In class project 1 - User flows (20%)*

In class project 2 - Wireframes (45%)*

In class project 3 - Design systems (35%)*

*Student work to be mostly done during class hours. Students must be present as these in class projects are equivalent to a studio review.

Required Materials

Materials required for the course are listed below. You may be asked by your instructor to refer to cuLearn for a more comprehensive list of required materials.

- Individual laptop
- Adobe Creative Cloud subscription (Adobe XD is required for this course)

Computer Requirements

Please refer to the computer requirements on the School of Industrial Design Website. You may be asked by your instructor to refer to cuLearn for other information or requirements related to computer work.

http://www.id.carleton.ca/undergraduate/about-the-bid-program/computer-requirements

Individual/Group Work

Courses may include individual and group work. It is important in collaborative work that students clearly demonstrate their individual contribution.
**Review/Presentation Attendance**

Attendance at scheduled SID Reviews/Presentations is mandatory. These are equivalent to exams when indicated in the course outline. Failure to attend the Review/Presentation without reasonable cause, will result in a grade of F. Students arriving late for the Review/Presentation or not remaining for the complete session without approval from the instructor, will be addressed on a case-by-case basis at the discretion of the instructor.

If you are not able to attend a Review/Presentation, foresee arriving late or need to leave before it is complete, please email your instructor in advance explaining the reason for the situation. It is important that you provide a reasonable rationale for your absence, late arrival or early departure. In the event of an illness or death in the family, you will be required to sign a form verifying your claim and this form is available through the SID administration office.

**Participation and Professionalism**

Active participation and professional conduct (e.g. class discussion, consultations with instructors, work ethic, etc.) are important in lecture and studio courses and may be formally evaluated by a grade. Professionalism also includes Carleton’s Policy on Academic Integrity described in more detail below with links to content which you are required to review.

**Academic Integrity**

Carleton’s Policy on Academic Integrity is available at: [https://carleton.ca/registrar/academic-integrity/](https://carleton.ca/registrar/academic-integrity/) and covers the following topics:

- **Plagiarism** (e.g. submitting work in whole or in part by someone else, failing to acknowledge sources through the use of proper citations when using another’s work).

- **Test and Exam Rules** (e.g. attempting to read another student’s exam paper, speaking to another student even if the subject matter is irrelevant to the text, using material not authorized by the examiner).

- **Other Violations** (e.g. improper access to confidential information, disruption in classroom activities, misrepresentation of facts for any academic purpose).
This policy governs the academic behavior of students. In industrial design, ideas and concepts come from a multitude of sources and may be modified and utilized in the design and development process. The student should reference such sources appropriately and it is strongly advised that you read Carleton’s Policy on Academic Integrity prior to conducting any work at the University.

Requests for Academic Accommodation

You may require special arrangements to meet your academic obligations during the term. For an accommodation request for any of the following topics below, refer to the link provided for more information: https://students.carleton.ca/course-outline/

- Parental Leave
- Religious/Spiritual Obligation
- Academic Accommodations for Students with Disabilities
- Survivors of Sexual Violence
- Accommodations for Student Activities

Student Responsibility

The student is responsible for knowing the content of this course outline; the schedule of classes, assignments, and/or Reviews; and the material that was covered when absent. The studio is a professional environment and students should be working during the scheduled hours.

Unless otherwise arranged, the class will meet during scheduled class hours. Please note that attendance is important since issues and questions may be raised in class, and announcements made, along with information disseminated through cuLearn. As external professionals are often involved in our work, scheduling changes for guest lectures, presentations, and Reviews may occur at short notice, requiring students to stay informed.
## Changes to the Course Outline

The course outline may be subject to change in the event of extenuating circumstances.

### Appendix A - Course Schedule

<table>
<thead>
<tr>
<th>Topic</th>
<th>Description</th>
<th>To do</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jan 14 Introduction to UX practice</td>
<td>UX as a collaborative and interdisciplinary practice. Students will learn the dynamics between designers, product owners and engineers in Agile product development.</td>
<td>In groups of 5, define a project theme (OC transpo system, CU navigation system).</td>
</tr>
<tr>
<td>Jan 21 Use cases</td>
<td>In this module, students will learn how to build user story maps and identify use cases</td>
<td>Using post-its, markers and craft paper, students will create their own user story maps. (feedback will be provided)</td>
</tr>
<tr>
<td>Jan 28 User stories</td>
<td>Based on the user story mapping exercise, students will be introduced to Agile Sprint Planning. Creating user stories and estimating them is the standard process in any Scrum team.</td>
<td>Students will learn how to write user stories and task design work. We will use Trello for this activity. (feedback will be provided)</td>
</tr>
<tr>
<td>Feb 4 Info architecture</td>
<td>Information architecture is crucial to organize design content of shared information. It helps designers make sense of complex data (e.g. components of a web page).</td>
<td>Project 1 Individually, create a user flow map/diagram to support use cases described in the user story maps.</td>
</tr>
<tr>
<td>Feb 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Feb 18</td>
<td>Winter break</td>
<td></td>
</tr>
<tr>
<td>Date</td>
<td>Topic</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>---------------------</td>
<td>----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Feb 25</td>
<td>Wireframes and test 1</td>
<td>In this module, students will be introduced to rough prototyping. Sketching, paper prototyping and alternative representations will be used. Students will learn how to create test scripts in order to apply tests that are unbiased and objective.</td>
</tr>
<tr>
<td>Mar 3</td>
<td>Wireframes and test 2</td>
<td>In this module, students will be introduced to Adobe XD for producing working prototypes. They will be able to simulate an application on a computer screen or mobile device. Students will learn how to create test scripts in order to apply tests that are unbiased and objective.</td>
</tr>
<tr>
<td>March 10</td>
<td>Wireframes and test 3</td>
<td>Students will start to build higher fidelity prototypes based on the learning from previous designs. Students will learn the basics of responsive design. Usability test will be again required.</td>
</tr>
<tr>
<td>March 17</td>
<td>Wireframes 4</td>
<td>Students will finalize and define their UI and their components. By the end of the session students should be able to produce design specs for review.</td>
</tr>
<tr>
<td>March 24</td>
<td>Design Systems</td>
<td>In this module, students will learn how to create a design language. That includes a component library, product brand alignment.</td>
</tr>
<tr>
<td>March 31</td>
<td>Retrospective</td>
<td>The last session is for general feedback and a retrospective event, part of Agile scrum development.</td>
</tr>
</tbody>
</table>