



**Fashion Institute
of Technology**

**raining
colors**

CT-441-65A: Creative Technology Lab

Spring 2017 / 6:30p - 9:20p
Room C511

Professor: Joseph Kilrain
joseph_kilrain@fitnyc.edu
646 526-3128

Office: D315
Hours: Wed 11a-12p / Thurs 5p-6p

Course Description:

The purpose of Creative Technology Lab is to provide studies in more specialized areas of technology-based design as well as encourage students to explore innovative design solutions. The primary goal of this course is to establish a student-centered, interdisciplinary learning environment in which students explore new design possibilities, enabled by the creative use of technology for the purpose of creating a better world by design. Peer-to-peer learning and inspiring lifelong learning are at the core of the pedagogy for this course. Students of this course are required to explore beyond their own curriculum and teach each other skills and/or techniques that they have learned and which they are passionate about.

Learning Outcomes:

Upon completion of this course, students will be able to:

- Understand the process of interaction design
- Understand the principles of human-centered design
- Understand screen-based typography
- Understand the importance and methods of prototyping and usability testing
- Evaluate interactive products
- Visualize information spaces
- Demonstrate how to effectively present ideas visually for an interactive design project
- Understanding of time-based information design
- Apply and perfect the design skills acquired in GD243, CD441, and GD344
- Adapt and apply visual design principles to interactive projects
- Demonstrate ability to merge expertise in layout and typography to interactive information space
- Display an understanding of empathy for your user



Required Reading:

Sarah Doody (2016)	<i>Starter Questions for User Research</i>	DOWNLOAD
Jaime Levy (2015)	<i>"UX Strategy: How to Devise Innovative Digital Products that People Want"</i>	DOWNLOAD

Additional Reading:

Jeff Gothelf & Josh Seiden (2017)	<i>"Sense and Respond: How Successful Organizations Listen to Customers and Create New Products Continuously"</i>	PURCHASE
Joel Marsh (2016)	<i>"UX for Beginners: A Crash Course in 100 Short Lessons"</i>	DOWNLOAD
Tom Greever (2015)	<i>"Articulating Design Decisions: Communicate with Stakeholders, Keep Your Sanity, and Deliver the Best User Experience"</i>	PURCHASE
Greg Nudelman (2014)	<i>"The \$1 Prototype: Lean Mobile UX Design and Rapid Innovation for Material Design, iOS8, and RWD"</i>	PURCHASE
Jeff Gothelf & Josh Seiden (2013)	<i>"Lean UX: Applying Lean Principles to Improve User Experience"</i>	DOWNLOAD
Leah Buley (2013)	<i>"The User Experience Team of One"</i>	DOWNLOAD
Steve Krug (2009)	<i>"Rocket Surgery Made Easy"</i>	DOWNLOAD
Unger, U. & Chandler, C. (2009)	<i>"A Project Guide to UX Design: For User Experience Designers in the Field or in the Making, New Riders."</i>	DOWNLOAD
Sara Wachter-Boettcher & Eric Meyer (2014)	<i>"Design for Real Life"</i>	PURCHASE
Google Research (2016)	<i>"How people shop on their phones"</i>	DOWNLOAD
Nadya Direkova (2015)	<i>"Design Sprint Methods"</i>	DOWNLOAD



Required supplies:

I highly recommend using a cloud service (i.e. DropBox, Mega, etc.). And a notebook for sketches and notes.

Expectations:

- You **MUST** check your FIT email at least three times every week.
- Attendance is not optional. You must be in class each week, for full three hours.
- Web surfing must be directly related to class work. Do not email, IM, or Facebooking in class, during lectures or critiques. Any infraction of the above may result in a lowered grade on an assignment or you may be asked to leave class. If you are asked to leave class you must report to my office at the next office hours and explain why you should be let back into class.
- **Students who plagiarize, falsify, or cheat fail to master the knowledge and skills that they need for careers in design, fashion, and business. Such conduct will subject students to serious penalties.**

Software we'll cover:



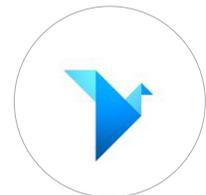
Adobe Apps



Axure Pro



UXPin



Facebook Origami



JIRA



InVision App



Sketch3



Developer Tools



Invision's Craft



Grades and Grading:

The final grade will consist of quizzes, exercises, assignments, attendance and class participation. A mid semester consultation will be scheduled with every student whose mid-semester grade is a C or lower. You are encouraged to meet with me outside of class to discuss your progress. Incomplete work will not be given except for illness or death in the family. (Proof of situation will be required.)

To get a final grade of A in this course, you must:

- 1) Follow instructions,
- 2) Complete all of your work on time,
- 3) Prove your competence with a computer as instructed in class,
- 4) Produce well designed, creative, original solutions to assignments – appropriate to this semester (or better) and,
- 5) Demonstrate a professional demeanor during class time and have outstanding attendance (no more than one absence): You will probably have done at least one substantial extra credit assignment.

Final Course Grade Breakdown, by project/percentages (Subject to change.):

- In-class Exercises	20%
- Active Class Participation	20%
- Assignments	10%
- Final Project	50%

* If you do not earn an A, B, C or D in a required course you maybe at FIT a year longer than originally intended.

- **A grade:** Given for superlative work that demonstrates a profound commitment to the assignment or to the course material, and further, that goes on to employ this material as a spring board for independent thought and work.
- **B grade:** Given for good work that completely fulfills all of the requirements of the assignment or of the course in a conscientious and dedicated manner.
- **C grade:** A passing grade for average work.
- **D grade:** Indicates that work does not rise to the level expected of a serious student.
- **F grade:** Given for work that fails to fulfill the requirements of the assignment or of the course.



Attendance policy:

If you are going to miss a class, you must let me know as soon as possible by telephone or email. Please do not schedule doctor appointments, job interviews, etc. during class time, as this will count as an absence. If you find you are having trouble with attendance, please see me as soon as possible – do not wait.

Due to the quantity of material covered in the course, I will not be able to spend class time explaining missed assignments or redo lectures to students.

If a class is missed, it is your responsibility to get the information from one of your classmates and / or Angel, or if necessary, make an appointment with me during office hours. Have a friend collect the day's handouts for you. Please arrive on time to class, with supplies, and be prepared for lecture to start on time.

Please read and sign the two-part Department Attendance Policy form. Return one copy to the instructor and keep one for your records.

Assignments & Exercises:

We are going to cover an extensive amount of material in this class. Please attend every class. It will be very difficult to catch up.

Assignments must be completed on time and presented in a neat, clean, professional manner. For each week an assignment is late, the grade will be lowered by one letter. Missed assignments due to an excused absence must be made up within two weeks of that absence or the assignment may not be accepted. Missed assignments due to an unexcused absence must be handed in at the start of the next class. It is your responsibility to let me know if you have not received a grade for an assignment.

Hand in assignments (and parts of assignments) on time, even if it is not completed to your satisfaction. If you the assignment was handed in on time, you have the privilege of redoing it once for another grade. If you neglect to hand in an assignment on time, you lose this privilege. You must get permission to redo an assignment. The redo assignment must be excellent to earn a higher grade - you do not automatically get a higher grade for a redo. "Exercises" may not be redone for a change of grade. Be prepared to work on exercises or assignments in every class.

If you are absent when a major assignment is due, and you have not contacted me before the start time of the class, the assignment will be marked late.

Keep and back-up all of your computer files for this class. A final digital portfolio of your semester's work is required at the end of the semester. And back up, back up, back up.



Tutoring:

Free tutoring services are available to full time students from the Academic Skills office, A608b. Consider tutoring as soon as possible if you are falling behind. It gets very difficult to schedule a tutor later in the semester. <http://www.fitnyc.edu/3794.asp> - 212 217 4080.

FITABLE Office:

Additional tutoring is available for students with learning disabilities through our Learning Disabilities Program at FIT. 212 217.4090, <http://www.fitnyc.edu/fitable> - room A570.

Class Website:

The class website is located at <http://kilrain.com/class/>

Resources:

UX Related:

<https://robots.thoughtbot.com/the-product-design-sprint>

<http://uxmastery.com/resources/glossary/>

<https://www.atlassian.com/agile/delivery-vehicles>

<https://heapanalytics.com/>

<https://www.usability.gov/what-and-why/benefits-of-ucd.html>

<https://www.nngroup.com/articles/top-10-mistakes-web-design/>

<https://www.nngroup.com/articles/how-users-read-on-the-web/>

<https://medium.com/technology-invention-and-more/>

<https://uxpamagazine.org/back-to-the-future/>

<http://www.userzoom.co.uk/blog/future-of-ux/user-experience-2020-taking-peek-future/>

UI Related:

<https://fonts.google.com/>

<http://fontawesome.io/cheatsheet/>

<http://colorsupplyyy.com/app/>

<https://proto.io/>

Organizations:

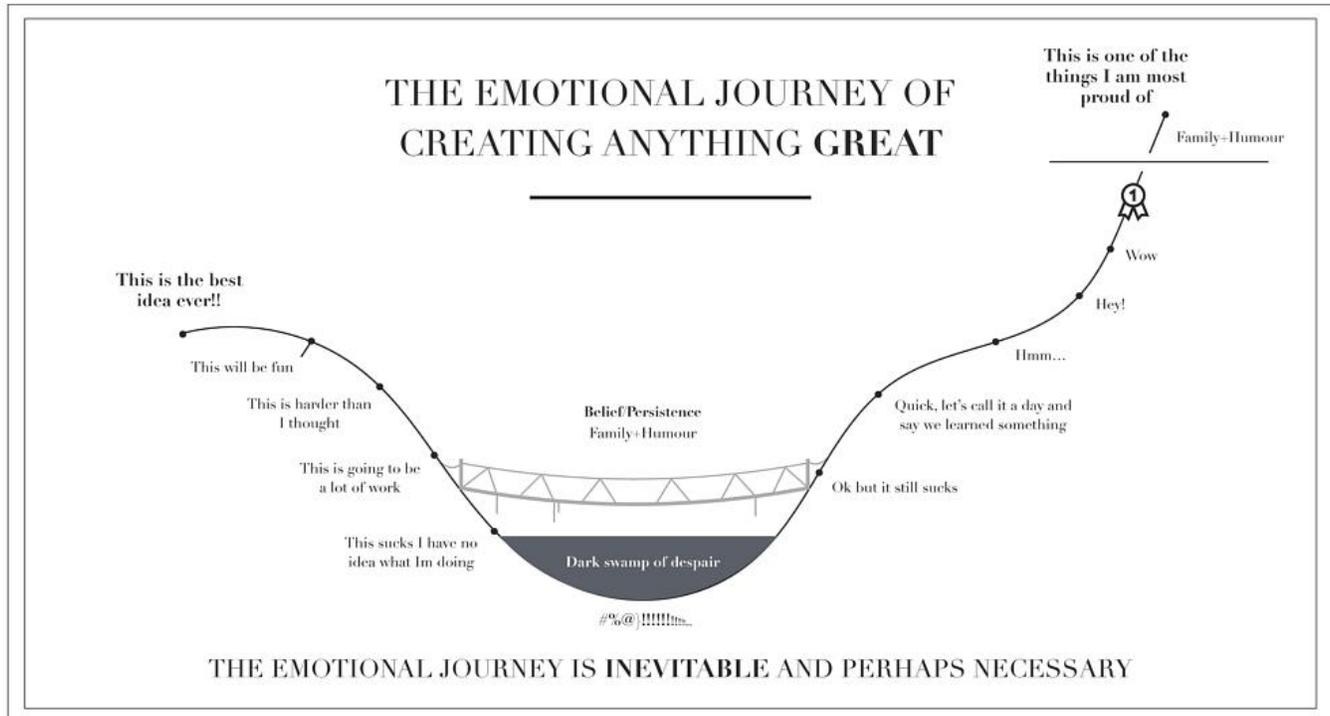
<http://www.ixda.org/>

<http://uxmag.com/>

<http://smashingmagazine.com/>

Course Calendar:

This calendar is serving as a general guideline and is subject to change. Please visit the class website located at <http://kilrain.com/class/> every week before the class for the up-to-date course plan.



Session 1

- Introduction of the course / Review syllabus
- In-class exercise “Personality Traits” / How I get work done
- “What do we want to do?”, meaning what will our Main Project be?

Think about projects you’d love to work on. For example, maybe you have a better way for composting in your neighborhood, or an app that determines Fake News. Or a Real-time Politics / Fact Checker? Maybe a digital product that communicates climate change to the common person. An in-browser Education widget, new ways to use 3d printing, or maybe simplifying an existing problem. The opportunities are endless. You’ll need to research 2-3 ideas and present those to the class.

A simple presentation consisting of 2-3 slides for each idea that defines (but not limited to):

- The Business Opportunity, the Customer, the Problem, Business / Product Name, Possible sketches, Competitor examples. View <https://robots.thoughtbot.com/> for Product Design needs
- * **Best projects based on Communicating Climate Change eligible for CT Scholarship**
- Create teams
- Due to the size of the class, we will have teams between 2 and 4 people*



Session 2

- Group consultation and review (part I: 5%)
- Collectively we will discuss concepts for the main project
- Each team will present their ideas to the class (10-15 minute presentation). Afterwards we will vote collectively on the best idea for the team to further develop.

Session 3

- Each team to do a 10-15 minute presentation of their research, interview findings of their idea.
- *Tentative Guest Critic*

Session 4

- Group consultation and review (part II: 5%)
- In-class workshop
- *Tentative Guest Critic*

Sessions 5, 6, & 7

- Evolution of a product (Session 5: 15 minute demonstration)
- A product I built (Session 6: 15 minute demonstration)
- Presentation: Each student/group will present their concept with their in progress: Sitemap, Wireframes, User Journeys, Personas, and Research.
- In-class workshop
- *Tentative Guest Critic*

Session 8

- Consultation and review
- Each student/team will meet with the Instructor for 20 to 30 minutes to review all progress made so far, required deliverables including: potential topics (minimum 2) and preliminary research results
- In-class workshop

Session 9

- Consultation and review
- In-class workshop
- *Tentative Guest Critic*



Session 10

- Midterm Presentation (10%)
- *Guest critics judging*
- Each student or team will prepare a 10 minute formal midterm presentation including but not limited to:
 - Project Concept / Title
 - KPI's / Key research findings
 - Analysis of potential impacts
 - Visual style
 - Deliverables (Production schedule)
- **Students/teams not receiving approval from guest critics must present an updated proposal the following week.**

Session 11

- Updated presentation and progress
- In-class workshop
- *Tentative Guest Critic*

Session 12

- In-class workshop
- *Tentative Guest Critic*

Session 13

- Consultation and review (5%)
- In-class workshop
- *Tentative Guest Critic*

Session 14

- In-class workshop
- *Tentative Guest Critic*

Session 15: Final Presentation

During the final week of the semester, in order to encourage discussion and awareness of new possibilities in interaction design, the instructor is strongly suggested to invite guest critics, coordinate a campus exhibition, or hold a formal presentation that is opened to all students and faculty members of FIT.

- Final Presentation (15%)



Parting Words

This is not the end but the beginning! You're on your way to being awesome! Remember that I am still a resource for you. ***Do not hesitate to contact me for anything.***

Joey@kilrain.com - 646 526-3128

Do keep and backup all project files that you've done through out the semester. Kindly share these with me via DropBox, Yousendit, etc. at the end of the semester so I may provide a final grade.