Course Syllabus

Contact Information

E-mail | joshua@joshuaege.com
All e-mails will be answered within 48 hours.

Class Information

Credit Hours | 4.0
Meeting Times | Thursdays 6:30-10:30PM
Meeting Location | Room 320

Required Resources

Periodical | CMYK
Periodical | Communication Arts

Suggested Resources

Periodical | Print Magazine
Periodical | HOW Magazine

Course Description

This course will build upon previous experience with creative methodologies and process utilizing both team and individual problem solving. This course will address research, website wireframes, navigation, usability, positioning, creative process, creative problem solving as well as formal and aesthetic design issues. Thumbnail ideation, creative sessions, critiques, and computer generated solutions will be explored through weekly assignments.

Course Objectives

(1) Create on-line experiences that show an understanding of audience usability that is visually compelling
(2) Gain further understanding of creative methodologies through experimentation
(3) Understand how wireframes help in the process of creating on-line experiences
(4) Navigate real world issues in the design industry and develop skills to be successful

Assignments & Grading (subject to change)

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Wireframes</td>
<td>5%</td>
</tr>
<tr>
<td>Website</td>
<td>25%</td>
</tr>
<tr>
<td>Mobile site</td>
<td>20%</td>
</tr>
<tr>
<td>Animated Email</td>
<td>15%</td>
</tr>
<tr>
<td>Magazine App</td>
<td>25%</td>
</tr>
<tr>
<td>Participation</td>
<td>10%</td>
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</tbody>
</table>

A lack of participation in weekly critiques can negatively affect your grade.

Course Structure

This class will be a combination of assignments worked on outside of class and in-class which will be critiqued by peers as well as the instructor. A commitment to many hours of homework is required to achieve the goals of this class and its completion.
The class will be broken into teams for out of class critiques and discussions throughout the week. The final is a presentation of your work to your peers and instructor. You will explain the pieces in detail giving insight to the decisions you made for the client. A disk that includes photographs of all projects is due at the end of the semester.
Course Syllabus

What to Bring to Class
Paper, Pencils, 2 1/2” or 3” binder for research and process, paper or notebook to take notes, Black mat board is needed 15”x20”

Attendance
You may be absent from class twice.
On your first absence you will receive an e-mail warning, which is copied to Lee Whitmarsh.
On your second absence you will receive an e-mail and you will contacted by Lee Whitmarsh.
On your third absence you will receive an F in the class. If you wish to drop the class you will receive a drop/fail.

Two tardies of 20 minutes or more equals an absence.
A tardy of 60 minutes equals an absence.
Two late returns from break of more than 10 minutes equals one absence.
If a student is OVER 10 MINUTES late for the final, a full grade will be deducted from his or her final grade. If a student does not show up for the final they automatically fail the class.

There is no distinction between excused and unexcused absences.

Grade Evaluation
Grades will be assigned according to the following scale:

A  work well above the general class level, evidence of participation in related activities outside of the classroom, thoughtful participation in classroom discussion and critique
B  work above the general class level, participation in classroom discussion and critique
C  average work, minimal requirements met
D  work below class average, lack of participation and/or poor attendance
F  inferior work, work not turned in, failure to attend class

In addition to project, quiz and test grades, students final grade will also be based on critique participation and application, work ethic, and attitude.

FINAL GRADES ARE NOT DEBATABLE.

Academic Integrity and Plagiarism
Texas A&M University–Commerce does not tolerate plagiarism and other forms of academic dishonesty. Conduct that violates generally accepted standards of academic honesty is defined as academic dishonesty. “Academic dishonesty” includes, but is not limited to, plagiarism (the appropriation or stealing of the ideas or words of another and passing them off as one’s own), cheating on exams or other course assignments, collusion (the unauthorized collaboration with others in preparing course assignments), and abuse (destruction, defacing, or removal) of resource material.
Statement on Accommodations for ADA eligible students

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library, Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
StudentDisabilityServices@tamu-commerce.edu

Statement on Student Behavior

All students enrolled at the University shall follow the tenet of common decency and acceptable behavior conducive to a positive learning environment. (See Student’s Guide Handbook, Policies and Procedures, Conduct)

All students must show respect toward the instructor and the instructor’s syllabus, presentations, assignments, and point of view. Students should respect each others’ differences. If the instructor determines that a student is not being respectful towards other students or the instructor, it is the instructor’s prerogative to ask the student to leave, to refer the student to the department head, and to consider referring the student to the Dean of Students who may consider requiring the student to drop the course. Please refer to pages 42 – 46 of the Texas A&M University-commerce Student guidebook’s Codes of Conduct for details.

Student Conduct/Citizenship

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook). Students are expected, at all times, to recognize constituted authority, to conform to the ordinary rules of good conduct, to be truthful, to respect the rights of others, to protect private and public property, and to make the best use of their time and effort toward the educational process.

Be here because you want to be, do not waste the time of your instructor or fellow classmates, do not procrastinate and fall behind.
Schedule

Schedule Information

This is a schedule of assignments and deadlines for the entire semester. Bring it with you to every class, as it will be reviewed at least once per class meeting. If an adjustment becomes necessary, an announcement will be made during class. It will be your responsibility to adjust your copy of the schedule. If you are absent, it is your responsibility to check with a classmate for schedule revisions. Failure to turn in work in accordance with the class schedule will negatively impact your final grade in the course.

All projects are due on the date and time given. You are responsible for turning in work on time regardless of attendance.

Schedule:

**Week One** (January 15)
- Introduction
- Review course syllabus
- Discuss attendance and grade evaluation
- Assign creative groups
- Selection of clients for website
- Discuss wireframes
- Assign wireframes

**Week Two** (January 22)
- Review wireframes
- Select Pages to design for website
- Assign concepts & layouts

**Week Three** (January 29)
- Review concepts & layouts
- Select concept for website

**Week Four** (February 5)
- Review website progress

**Week Five** (February 12)
- Review website progress

**Week Six** (February 19)
- Review website progress
- Discuss mobile site
- Assign Mobile site

**Week Seven** (February 26)
- Website due
- Review Mobile progress

**Week Eight** (March 5)
- Review Mobile progress

**Week Nine** (March 12)
- Spring Break

**Week Ten** (March 19)
- Review Mobile progress
- Assign animated email

**Week Eleven** (March 26)
- Mobile site due
- Review email progress

**Week Twelve** (April 2)
- Review email progress
- Assign magazine app

**Week Thirteen** (April 9)
- Email Due
- Review magazine progress

**Week Fourteen** (April 16)
- Review magazine progress

**Week Fifteen** (April 23)
- Review magazine progress

**Week Sixteen** (April 30)
- Review magazine progress

**Week Sixteen** (May 7)
- All projects due
- Presentation of work