

DMD 315

MOBILE DESIGN

TUESDAY | THURSDAY
9:30 A.M. - 10:50 A.M.
McGOVERN 129

- Professor Kyle Herges
- McGovern Library 131
- kyherges@dwu.edu
- 605.995.2678
- Office: Mon & Fri 1:00-3:00

WHAT YOU'LL LEARN:

- » Ability to conceptualize the usability of apps.
- » Create visually appealing and usable web applications.
- » How to apply techniques to real-world scenarios.

COURSE DESCRIPTION

Learn how to make the most out of modern technology. Design effective interfaces for modern devices with a greater emphasis on touch-screen devices and smartphones. You'll discover a fun and fresh approach to mobile web design and development, with enormous scope for opportunity.

TEXTBOOK & SUPPLIES

- » Mobile User Experience. Adrian Mendoza. ISBN-13: 9780124095144
- » Students must have at least a 5GB flash drive or SD card. Computers can sometimes crash and not having a back-up is asking for trouble. Someone being on your computer or having a computer crash will not be accepted as an excuse for not completing an assignment.

ASSESSMENT & EVALUATION

I'm looking for quality & professionalism. Each assignment will be graded on the following criteria. Assignments that are late will deduct 10 points per day after due date/time. All assignments will be defined on TigerNet & most will be submitted through TigerNet.

- » Design (Contrast, Repetition, Alignment, Proximity, Leading lines, etc.)
- » Application (Clean edges, labeled layers, color, realism, etc.)
- » Creativity (Originality, concept, interest, etc.)
- » Presentation & Critiques (Presenting your work and providing useful feedback during

TEACHING PHILOSOPHY

I believe everyone is born with creativity. Pushing students to creatively test themselves and take risks is what prepares them to function efficiently and effectively in a competitive, ever-changing, discipline. I strive to challenge within an open atmosphere that promotes communication, teamwork, curiosity and creative criticism.

I promote thinking differently and I fully understand that everyone learns differently. My role is to educate students and act as another resource in their quest for more information. Project based classes not only get students engaged but it also prepares them for life after college. Individual projects allow for self-expression while putting communication and troubleshooting solely on one person. Team projects promote internal communication and teamwork, while offering inspiration for both process and design.

ASSIGNMENTS & PROJECTS

I am looking for quality and design. This is a design class not a programming class. Basic functionality and layout must be coded properly but advanced programming techniques will not be taught nor expected. Each assignment will have it's own grading criteria.

Each assignment will have it's own grading criteria. All assignments will be explained and turned in on TigerNet. Assignments that are late will deduct 10 points per day after due date. All assignments will be on TigerNet and most will be submitted through TigerNet.

Students will be given points for participation. Participation involves attending classes and participating in activities and discussions. You should come to class prepared to contribute to classroom discussions and activities.

ATTENDANCE

This course depends on your contribution to discussion & your participation in classroom activities. As a result, attendance is expected on the face-to-face meeting days. Students are expected to attend class & pay attention, take exams & submit assignments on the day they are due. If you miss class it is your responsibility to find out about any upcoming assignments, notes, etc. Attendance will be taken for each class period. Unannounced in-class assignments & quizzes may be given at any time, & there is no "make-up" for these activities. At the end of the semester, especially if your grade is on the "borderline", your attendance record will help to determine your final grade. The student must clear all excused absences ahead of time with the instructor. If a student fails to meet this attendance policy, all late submissions will receive a grade of zero on the exam, quiz, paper or assignment.

QUIZZES

Quizzes will be timed and online based through Tiger Net. The quizzes will be based on the reading assignment or class material from the previous class period.

DISCUSSIONS

Each week we will have a discussion topic on TigerNet worth 10 points that you must participate in. The discussion will open on a Thursday and close on the following Thursday. Contribute to the main conversation with professional and thoughtful responses. No late posts unless otherwise permitted.

You will also need to comment on at least two of your classmate's responses. Again, be professional. You don't have to agree with everything everyone is saying but be constructive with your remarks and provide details. Since the discussion is open all week, don't wait until the last minute to post because these types of post often don't benefit anyone.

OUTCOMES

Build visually appealing, usable web applications and sites optimized for touch devices, with the option of different technology choices.

Program Learning Outcomes

- » Mastery of Media
- » Artistic Mastery
- » Communication

University Learning Outcomes

- » Critical & Collaborative Thinking
- » Effective Expression
- » Personal Growth & Maturity

COURSE UNITS

WEEK ONE Class Overview Introduction. Review Principles and Elements, HTML and CSS	Aug 24-28	WEEK TEN jQuery Mobile	Oct 26-30
WEEK TWO Intro to Design Color and User Interface Design	Aug 31-Sep 4	WEEK ELEVEN jQuery Mobile	Nov 2-6
WEEK THREE Introduction to Wireframing	Sept 7-11	WEEK TWELVE Bootstrap	Nov 9-13
WEEK FOUR Design for web vs Design for Mobile	Sept 14-18	WEEK THIRTEEN Bootstrap	Nov 16-20
WEEK FIVE Menus and Navigation	Sept 21-25	WEEK FOURTEEN Thanksgiving Break No Classes	Nov 23-27
WEEK SIX Layouts & Images	Sept 28-Oct 2	WEEK FIFTEEN Built in Flexibility	Nov 30-Dec 4
WEEK SEVEN Google Material Design	Oct 5-9	WEEK SIXTEEN Work on Final Double Exposure	Dec 7-11
WEEK EIGHT Design for Wearables	Oct 12-16	WEEK SEVENTEEN Final Project Due	Dec 14-16
WEEK NINE UI Kits	Oct 19-23		

GRADING SCALE

A - EXCELLENT 100% ~ 90%

Superior performance on all levels of evaluation, participation in class critiques, punctual attendance and meeting deadlines of all projects.

B - VERY GOOD 89% ~ 80%

Significantly above the level necessary to meet the requirements.

C - AVERAGE 79 ~ 70%

Meet the course requirements in every respect.

D - BELOW AVERAGE 69% ~ 60%

Failed to meet fully the course requirements.

F - INCOMPLETE/LATE 59% ~ 0%

Signify that the work is either completed, but at the level of achievement that is not worthy of credit, or was incomplete.

GRADING POLICY

POINTS WILL BE EARNED THROUGH COMPLETION OF THE FOLLOWING ACTIVITIES:

Attendance	150 points
Projects & Assignments	1500 points
Discussion Boards	150 points
Final	200 points
Possible Total	2000 points

At the instructor's discretion additional points and "opportunities" may be added to the potential number of points possible. Instructor reserves the right to change the assignment schedule for the course.

DWU MISSION

DWU aspires for excellence in the liberal arts & professional programs, preparing students for meaningful careers & lifelong intellectual adventure. The University affirms its relationship with the United Methodist Church & fosters diversity in an inclusive atmosphere. DWU encourages the dialogue between mind & soul, simultaneously building relationships, developing whole persons, & promoting service to God & humanity.

DMD MISSION

The Digital Media and Design major prepares aspiring professionals in the field of design by coupling the latest design trends and technologies with the communication skills necessary to succeed professionally.

ADA POLICY

Any student who believes she or he may need academic accommodations or access accommodations based on the impact of a documented disability are encouraged to contact and register with Student Disability Services no later than three weeks after the first day of classes. Student Disability Services is the official office to assist students through the process of disability verification and coordination of appropriate and reasonable accommodations. Students currently registered with Student Disability Services must obtain a new accommodation memo each semester.

The Americans with Disabilities Act (ADA) guarantees the privacy of students with disabilities.

CLASSROOM BEHAVIOR

CELL PHONES: Cell phones are to be turned off or on vibrate and put away during all class times. If you're looking at your phone, you can count on being called on. If it becomes excessive, you may be asked to leave the classroom. We all have situations in our life when from time to time we need to be available to take a call. If you need to, let me know, then if your phone vibrates, you may step out and take the call. This cannot happen on a regular basis.

TOBACCO: Dakota Wesleyan University is a tobacco free campus. There is no tobacco allowed in the classroom. If you chew tobacco get rid of it before class. If you don't there will be consequences, which will be determined by the instructor.

WRITING: When you write your papers or discussions, you will be graded on content, spelling and grammar. In business it is imperative that you have good writing skills. So take note: If you misspell a word it will cost you points!!

CHEATING: You will do your own work. Yes, I am aware that people work together but you are to do your work and present your work. If I find that you have worked together and the work is practically identical but you have switched just a few words; you will both face the Department Chair, the Dean and the Provost as I will consider this CHEATING.

ADDITIONAL: No habitually arriving late to class or leaving early. Chatting during class is disruptive and disrespectful. If you meet with the teacher as problems arise, you will avert worse problems. No criticizing or mocking classmates—only constructive comments are allowed. We will be creating great work throughout the semester and we would like to showcase that work. We will be posting student work throughout the semester to different social media outlets, presentations and marketing materials. If you do not want me to post your work and/or associate your name with the work, please send me an email so that I can honor your wishes.

ACADEMIC POLICY

Please do your own work. Buying or downloading work off the Internet, even bits and pieces, or having someone else do the work for you, even bits and pieces, is plagiarism. Similarly, getting answers on tests and quizzes from someone else, whether electronically or otherwise, is academically dishonest. Anyone caught violating academic dishonesty in this course will immediately fail the course, no matter how he/she was doing before the incident. It is always better to do your own work, even if it is not quite so proficient, than to risk failure of the course.

We use a lot of online images within this class. Downloading images for personal use without the consent of the owner is illegal and may violate copyright laws. Using images for academic use is commonly viewed as being acceptable. However, we try to utilize stock photography as often as we can. Be sure you understand the difference between royalty free photographs and a general understanding of copyright. If you have any questions throughout the semester please be sure to ask. We will cover this more in depth throughout the semester.