



I590 Fall 2017

Visual Foundations of HCI & Design

Eli Blevis, Professor of Informatics
Braden King, Associate Instructor

Visual Foundations Open Lab Workshops Co-Organizers:

Kayla Cooper
Cecilia Gutknecht
Miringu Kiarie
Braden King
Patrycja (Trisha) Zdziarska

VERSION 1.0.1 8.21.2017



Welcome.

I reserve the right to amend this syllabus over the course of the semester. Please be sure you have the latest version.

Summary

This class is a studio style class. It is a practical, skills-oriented studio style class. It is intended to give you an opportunity to learn and/or hone your visual literacy skills in the context of developing your own professional online and print-form presence. There are only two deliverables. (1) First, an individual plan for you to create or extend your professional presence according to your specific career goals is due in week three. (2) Second, the deliverable forms you specify in your plan are due in the penultimate week of class. As a complement to the studio style, there will be some instruction in principles of visual literacy in HCI/d, as well as in the specific use of some common visual design tools, as well as some uncommon ones as needed. The software tools are generally provided to you through iuware.iu.edu. If you do not already own a camera other than a cell phone camera, I will share advice with you about purchasing a camera. Students of this class are required to attend the student-led Visual Foundations of HCI Open Labs/Workshops.

Studio Class

This is a studio class. This means that most of the time you will work on projects and meet for critique. You will not receive detailed project briefs as you may be used to receiving in some other classes which may be studio-inspired but which are not strictly studio classes. In this particular class, the projects are mostly individual. You will set your own individual goals, and you can expect individual attention from the faculty to help you achieve them. You can also expect to provide and receive attention from your peers in the service of meeting your own goals and in the service of learning how to provide thoughtful feedback to others. The class is deliberately small, so that we can focus on building community within it.

Definitions

Visual Foundations refers to knowledge and skills in the visual materials used in HCI and Interaction Design. These include software tools such as the Adobe suite, including inDesign, Photoshop, Lightroom as the baseline tools. It also includes advanced understanding of the finer points of using MS Office tools, including Word, Powerpoint, and Excel to create meaningful diagrams, typographically literate presentations, and animations. Depending on which individual goals you set personally, the tools will also include those that help you meet these goals (e.g. Sketch, Axure). These tools may range from the variety of VR, AR or video editing tools to the many tools that create web and print presence beyond the Adobe suite, to tools that scaffold scholarship, such as Semantic Scholar, Google Scholar, the ACM Digital Library and others.

Form of Deliverables

Each participant will deliver the visual materials that help establish professional presence. These may vary individually, depending on career goals. The three broad categories of career goals include employment as a practitioner, self-employment as an entrepreneur, or scholarly employment as faculty or researcher in a university or research lab in industry. By the third week of the class, you will have produced a written plan for your particular goals in the class. I will help you with the form of these plans. You will need to show your work early and often during the course of the class to show steady progress. On the last day of class, you will need to submit all of your materials—these will most likely include links to your website portfolio, print-form portfolios, resume and/or vita. You may negotiate different formats as part of your individual plan.

Utility

For most students, the primary utility of the course is to prepare for the career fair (HCId Connect) that occurs around February. For some others, the primary utility may be to prepare for PhD or Doctoral applications, or to produce strategic plans to begin an entrepreneurial venture.

Learning Outcomes

At the end of this class, you should know or have refined your abilities to:

- How to set your own goals and structure your time in order to meet them.
- Use important designerly tools such as Adobe inDesign, Lightroom, and Photoshop, and even how to use tools like MS Word and Powerpoint in more designerly ways.
- Understand rudiments and some advanced principles of photography and both digital and traditional photographic tools for the context of HCI and Interaction Design. This includes some basic knowledge of the physics of optics and sensors, as well as some basic knowledge of photographic aesthetics.
- Understand how to be thoughtful in your use of images and video in Interaction Design.
- Understand the use of visual materials in HCI and Interaction Design.

Studio-based Lectures

Section 33691: We meet every Monday 6:15 p.m. to 8:45 p.m. in Informatics West, I2 122.

Section 36651: We meet every Wednesday 6:15 p.m. to 8:45 p.m. in Informatics West, I2 122.

I may provide some common instruction each class for the first 45 minutes. Thereafter, participants may individually have the floor for up to 20 minutes, Round Robin style. You may choose to help your peers when they have the floor, or you may work quietly on your own during that time, or both. You must attend each lecture. When you are not presenting you must either help with the critique and feedback provided to those who are presenting, or work quietly on your work for the class. The use of social media or other distractions during the studio-based lectures is not permitted.

Visual Foundations of HCI Open Labs

Students in this class are required to attend the Visual Foundations of HCI Open Labs (VFOL). These labs/workshops are led by a group of students in the HCI/d program. The Associate Instructor is a member of that group. The meeting times for the labs are Thursdays 4:00-5:30 pm in the design studio. The VFOL team will provide its programmatic content. The content is intended to scaffold your success in the class and in the program more generally. The VFOL Labs are open to everyone in the program. I will sometimes attend and help arrange for skills presentations by outside experts when needed and available. The lab content informs your grade in the class only insofar as the things you learn in the lab show in your deliverables.

Grading

This class depends on participation from everyone. Therefore the grades are

50%

Attendance & participation, particularly your willingness to help others in the class.

50%

Your plan and final deliverables as agreed in your plan.

Schedule

Begins	Mon, Aug 21
Labor Day	Mon, Sept 4
Third class	Sep 11, Plans due
Fall Break	Oct 6 - Oct 8
Auto W	Sun, Oct 22
Thanksgiving	Nov 19 - Nov 26
Last class	Dec 6, All deliverables due
Final Exams	Dec 11 - Dec 15
Ends	Fri, Dec 15

Additional Important Information

Accommodations & Feedback

We welcome your feedback. We will do our best to accommodate specific requests if they are reasonable and have merit.

Academic Misconduct

The class is morally and procedurally bound by IU's policies on academic misconduct, the details of which you can read about at the following website: www.indiana.edu/~code/code/index.shtml

Religious Observance

In accordance with the Office of the Dean of Faculties, any student who wishes to receive an excused absence from class must submit a request form available from the Dean of Faculties for each day to be absent. This form must be presented to the course professor by the end of the second week of the semester. A separate form must be submitted for each day. The form must be signed by the instructor, with a copy retained by instructor, and the original returned to the student. Information about the policy on religious observance can be found here: www.indiana.edu/~vpfaa/holidays.shtml

English

If English is not your native language or you are otherwise shy about speaking in class, please do not worry. You will not be penalized in any way for making contributions to the class in less than perfect English or for taking time to compose your answers. You are welcome to say what you want to say in your language of choice first and then ask for help from others to translate to

English. I will frequently emphasize to the class the need for all of us to be supportive of each other when it comes to contributing to the discussions. There is no need to feel rushed when responding to questions in class—an important part of the class is the construction of a feeling of community with the faculty and your peers.

Important Notice

As your instructor, one of my responsibilities is to help create a safe learning environment on our campus. Title IX and our own Sexual Misconduct policy prohibit sexual misconduct. If you have experienced sexual misconduct, or know someone who has, the University can help. I encourage you to visit <http://stopsexualviolence.iu.edu/> to learn more. If you are seeking help and would like to speak to someone confidentially, you can make an appointment with a Mental Health Counselor on campus (contact information available at <http://stopsexualviolence.iu.edu/employee/confidential.html>).

It is also important that you know that federal regulations and University policy require me to promptly convey any information about potential sexual misconduct known to me to our Deputy Title IX Coordinator or IU's Title IX Coordinator. In that event, they will work with a small number of others on campus to ensure that appropriate measures are taken and resources are made available to the student who may have been harmed. Protecting a student's privacy is of utmost concern, and all involved will only share information with those that need to know to ensure the University can respond and assist.

Contacts and Office Hours

Eli Blevis, Ph.D.

Professor of Informatics | School of Informatics and Computing (SoIC), Indiana University Bloomington

Visiting & Adjunct Professor of Interaction Design | School of Design, The Hong Kong Polytechnic University

eblevis@indiana.edu

eli.informatics.indiana.edu

I am generally in my office afternoons 1:00-4:00. The best thing is to make an appointment, since I travel a lot for conferences and presentations, workshops, and so forth.

Braden King

Associate Instructor

bnking@umail.iu.edu

Office hours, by appointment.



