

ICOM 495: Senior Capstone

Classroom:

Time: Wednesday, 10 am

Website:

<http://www.thedudemane.net>

Category:

Senior Capstone

Instructor: Brad King

Office: AJ 389

Office hours:

By appointment

(Google+ for groups,

Skype/Gtalk video for

individuals)

Phone: 8692

Email: jbking@bsu.edu

Twitter:

#bsudmm

Class Description:

This capstone experience requires the student to demonstrate a working knowledge of the skills learned in the Digital Media Minor. This class will require a project and presentation as the final portfolio piece.

Objectives:

1. Students will apply the basic structure of the interaction design process as demonstrated through in-class reading, discussion, and a final project;
2. Students will apply basic low-fi and hi-fi prototyping methodologies as part of the interaction design process as demonstrated through assignments;
3. Students will understand and apply basic qualitative and quantitative evaluative methods as demonstrated through a final thesis paper; and
4. Students will create a final digital product that encompasses the various skills learned in the Digital Media Minor as demonstrated by a final project, a final project report, and a presentation.

Texts:

The course texts are readings freely available as PDFs through Google Scholar. They are provided for students within the Blackboard environment.

In Week 4, there are Web readings from Purdue's OWL site. If you are not familiar with the Purdue Online Writing Lab, you should be:

<http://owl.english.purdue.edu/>

Assignments:

This class will consist of five types of assignments:

1. **Reading:** These assignments are meant to introduce you topics and ideas that will be discussed in Lectures. There are some readings that are contained within larger narratives; In those cases, the page number and title of the selection is listed within the weekly schedule;
2. **Lectures:** These mini-modules will expand upon the Readings, but they will not be replications of the reading. You will not be able to complete assignments properly if you skip either of these;
3. **Minute Essays:** These graded assignments will ask you to briefly expand upon Readings and Lectures;
4. **Thesis:** This paper will be constructed throughout an 8-week period, and focus on a theoretical issue related to your Creative Project; and
5. **Creative Project:** This project will be constructed throughout a 12-week period, and focus on demonstrating the skills learned in the Digital Media Minor.

Thesis (300)

- Research Question: 25
- Annotated Biography: 25
- Thesis, Abstract, Intro: 50
- Thesis: 200

Creative Project (400)

- Description/Requirements List/Design: 25
- Prototypes/Sketches: 25
- Prototypes/Sketches: 50
- Pre-Report Design Document: 100
- Benchmark/Working Prototype: 50
- Evaluation Meeting: 50
- Final: 200

Minute Essays (100)

- 10 short essays: 10

Assignment Policies:

All assignment are due at the start of class on the day the assignment is due

- Papers will be turned in via email or dropbox, no hard copies will be accepted unless stated otherwise
- Papers will be saved as such: lastname.assignmentname
- Papers will be Word documents (.doc, .docx, .rtf)

Written Assignments

- Arial 12, Single Spaced, Single Column, Left Justified, Straight Quotes (and others)

- Your Title Pages will include: your name, class and assignment. Failure to do this will result in a zero for the assignment.
- Please use Works Cited at the end of your academic papers, and use the current edition of APA. In-text citation should follow this format (Author, Year) but you should make sure you use Purdue's OWL to make sure. If you use FOOTNOTES or ENDNOTES, you will receive no points for your work.

Screencasts/Audio Files

- Ideally you will record your screencasts as .mov, .avi, or other standard files (e.g. check YouTube's uploading policy); however, if you use Jing's standard version the .swf is fine.

Grade Scale

	pts	percentage
A+	776	97-100
A	744	93-96
A-	720	90-92
B+	696	87-89
B	664	83-86
B-	640	80-82
C+	616	77-79
C	584	73-76
C-	560	70-72
D+	536	67-69
D	504	63-66
D-	480	60-62
F	479	<60

Brad's Rules, or How My Classroom Works

1. Professionalism breeds excellence. You are always under scrutiny. You are evaluated in more ways than simply turning in your assignments.
2. I am not your friend. I am not your parent. I am your professor. It's not personal, I promise you.
3. There is not, nor will there ever be, extra credit in life.
4. If you are going to be late or if you are going to miss class, I will expect to hear from you before the start of class. There are very few acceptable reasons for lateness or absence. You will only know what those are if you contact me ahead of time. If I do not accord me this respect, please do not expect me to waive my fourth rule.
5. However, there are two acceptable excuses for missing class: an illness and a catastrophic family event. Both require you to contact me ahead of time, but please do not worry that you will be penalized.
 - In the case of illness, I will expect doctor's documentation delivered at the start of the next class period. This will be some formal document. An email or hand-written note on a sheet of notebook paper will not suffice.
 - *You* are missing my class. Please do not believe the burden is on me to believe your story.
6. If we have small group discussion groups and critique groups. Please use them. Do not ask me questions until you have discussed those with your group. My first question to you will be: what did your group say? If you have no good answer, I will have no good answer.
7. For simple questions, Google before you ask me. Be curious.
8. If you do not complete the assignments, please do not participate in discussions. Your uninformed opinions only serve to remind us that you did not do the work assigned.
9. Do not ever tell me "you don't know" why you did something when I ask for an explanation about your writing or research. You had a reason. Enough of one that moved you into action. So let's talk about it.

My Website

Outside of the Blackboard environment, I use my own site:

<http://www.thedudeman.net>. All materials you need for this class will be on Blackboard; however, I conduct much conversation with students and the world through that site. It would

- Your class will have its own TAG (located on the left side of the site) where you can see the latest announcements.
- The class syllabus, assignment sheets and rubrics will be available in the BSU tab (located along the top).
- You can also follow me on Twitter: [bsu_brad](#) for teaching, [@brad_king](#) if you've a hankering for my rants on life, the universe and everything.
- Some of the most interesting student reactions take place on Facebook. Feel free to add me.

- You will not miss out on any classroom instruction if you do not use Twitter and Facebook; you will, however, miss out.

You should check the class website once a day, and certainly the day of class, for recaps of the class and upcoming announcements. On occasion, I am asked to speak or attend an event with little notice. If that happens, I will post this on the site. It is your responsibility to check.

Syllabus

My syllabus is merely a guidepost for the semester. No class ever runs exactly the same. Therefore, like presidential appointments, the syllabus serves at the pleasure of the professor. Subject to change. And to paraphrase the California appellate judge's ruling: all parties are advised to chill.

Department Rules

Equipment Check Out:

The Integrated Media Lab's checkout policy is that the student returns the equipment 24 hours after renting. The exception is if the student rents the equipment out on Friday, it is not due back until the following Tuesday. If the student fails to return the equipment on time, a warning will be issued for the first offense. After the first offense, the student will not be able to rent equipment from the lab for the remainder of the semester. Hours of lab operation are posted in classrooms and on the lab window.

Saving Documents on Lab Computers:

If you do not have a Flash drive or some other external hard drive, please make sure that you don't save documents on your lab computer desktop. There is a drive -- THAWSPACE -- where you can create a folder and save your documents. Please do not sully our desktop workspace with your files.

Department Writing Statement

The Department of Journalism regards writing proficiency as essential to the satisfactory completion of all journalism courses. Therefore, department instructors must monitor writing performance and language usage proficiency in all journalism courses. Student grades must reflect both criteria. This means you will be graded on your spelling, punctuation and sentence structure.

Disabled Student Statement

If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible. My office location and hours are...

Diversity Statement

The Department of Journalism is committed to creating an awareness of diversity issues as they relate to the society, to the workplace and to the classroom.

Master Course Schedule

Week	Reading	Video Lecture	Deliverable
1: Jan 11: Course Overview	Syllabus Project Rubric Research Paper Rubric "Information Interaction Design"	Class + Projects/Overviews "Interaction Design Overview"	5-minute introductory video; upload to Vimeo, password protect, and send link and the password.
2: Jan 18 What is Interaction Design	"What is Interaction Design" "Designing the criteria for effective interactive design"	What is Interaction Design	2 – Minute Essays
3: Jan 25: User- Centered Design + Project Management	"User-Centered Design" "Survey of User- Center Design Research" "The role of project management in achieving success"	User-Centered Design Project Management: What is the Lifecycle Design Model: (Requirements List/Design Alternatives/Prototyping/ Evaluation)	2 – Minute Essays
4: Feb 1: Story Development with Interaction Design	" Genre and the Research Paper ," (OWL); " Choosing a Topic " (OWL); " What is Primary Research " (OWL); " Annotated Bibliographies " (OWL); " Evaluating Sources: Overview " (OWL) "Game Design as Narrative Architecture"	Writing the Academic Thesis Paper Telling stories within your story: The Hero's Journey and micro- narratives	Thesis: Research Question Project: Description/ Requirements List/Design Alternatives 1 – Minute Essay
5: Feb 8: Prototyping	"Five Paper Prototyping Tip" "Prototyping: What	Prototyping	Project: Initial Prototypes and Sketches

	is it good for” “Paper Prototyping: Sure it’s low-tech”		
6: Feb 15: The Big Picture of Interaction Design	<i>Interaction Design, Foundations, Experiments (pp 13-75)</i>	The Big Picture with Interaction Design	Thesis: Annotated Bibliography (10) 2 - Minute Essay
7: Feb 122: Practical Prototyping Work, Part 1			Project: Final Prototypes and Sketches
8: Feb 29: Theory and Application			Thesis: Thesis, Abstract, Introduction, Annotated Bibliography (20)
9: Mar 7	Spring Break		
10: Mar 14: Research Methods and Evaluation, Part 1	“Empirical Methods in Software Engineering” (pp 7- 23)	Evaluation in the Interaction Design Process (Qualitative, Quantitative)	Project: Pre- Report Design Document 1- Minute Essay
11: Mar 21: Research Methods and Evaluation, Part 2	“Theoretical Versus Pragmatic Design in Qualitative Research” “Quantitative and Qualitative Research: Beyond the Debate” “Likert Usability	Google Forms + the Evaluation Process	1- Minute Essay
12: Mar 28: Practical Prototyping Work, Part 2			Project: Benchmark (Working Prototype)
13: April 4: Post-Mortem Assessment	“Post-Mortem: An Assessment of Two Approaches”	Post-Mortems + evaluating what you’ve done	Thesis: Final due

	(pp129-141)		1-Minute Essay
14: April 11: Instructor Feedback			Project: Evaluation Meeting
15: April 18: Work Week			
16: April 25: Project Completion			Project: Final Project + Screencast
17: May 2: Paper Completion			Project: Final Project Paper