



New York City College of Technology
Entertainment Technology Department
300 Jay Street, Room V-205 Brooklyn, NY 11201
(718) 260-5588 <http://www.entertainmenttechnology.org/>

MTEC 2120, Interaction Design, Section D212

Lecture Hours, Lab Hours, Studio Hours, Credits and Total Hours

Prerequisites: MTEC 1101, Pre/Co-requisites: MTEC 1102

SPRING 2014

Professor: Kevin Patton

Office: Vorhees 411A

Email: kpatton@citytech.cuny.edu

Office Hour(s): T/R 1-2pm

Class Meeting Time:

Tuesday/Thursday, 10am-11:50, Vorhees 321

Course Description:

The course gives a nontraditional approach to the articulation of design techniques for human interaction with computer interfaces. Students will be introduced to the theories, models, and frameworks for designing interaction with sound, screen, objects, and environments. Sketching and prototyping for future media will happen through a visual programming paradigm called Max/MSP/Jitter. Students will also make use of creative demonstration scenario, use cases, storyboards, situation design, situated devices and embodied interaction. Successful students must demonstrate cooperative and collaborative roles in team projects.

Grades:

Your grade will be determined as follows:

Labs	10%
Projects (4)	80%
Attendance	10%

Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
<i>Assess comparative principles and processes of interaction frameworks given different technological constraints.</i>	<i>Weekly Lab work demonstrating concepts</i>
<i>Formulate different approaches to solving problems in Human Computer Interaction</i>	<i>Creation of four different projects in different problem areas of interaction design</i>
Collaborate in team-based, interdisciplinary environments with user centered design competence	Two of the four projects will be team based

Create stand alone applications that demonstrate principles of interaction design	Creation of Projects targeted towards specific areas of interaction design

Required Texts And Materials:

There are no required texts. All students should download a version of Max/MSP/JITTER from cycling74.com.

Recommended Texts And Materials:

Interdisciplinary Interaction Design, A Visual Guide, by James Pannafino, Assiduous Publishing, 2012
 Designing Interactions, by Bill Moggridge, MIT Press, 2007

Attendance Policy:

Attendance is required for all classes. If you have a legitimate reason for missing a class/assignment or if you will be late, you must contact me (see above) before class begins. It is City Tech policy that if you have three unexcused absences, you will fail the class. More than 3 absences will result in an "F" (Failure). TWO LATE ARRIVALS = ONE ABSENCE. If a student misses a class session, it is the student's responsibility to make up any work missed.

Make-ups

If a student finds he or she will not be able to present or hand in a project on the scheduled day, it is the student's responsibility to notify the instructor PRIOR to that due date.

Event Attendance Policy (Departmental Policy)

If you are going to work in our Industry, it is as important to be an educated and engaged audience member as it is to have a clear understanding of what happens behind the scenes. Also, when your peers and/or faculty are working hard on an event for the department, they should be rewarded with your strong support and encouragement, even though you may have had nothing to do with that project. There is nothing worse, after working a "zillion" hours, to have a small audience. Therefore, as part of completion of this course you will be REQUIRED to attend at least one of the department's and events. Please come and show your support as often as you can!

This will be demonstrated by the writing of one 500-word report on any departmental event. The report should focus on one of the principles of interaction that we discussed in the first several weeks of class. You must clearly identify this principle, cite an example from the text, and organize your report around it.

Academic Integrity Policy (College Policy)

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion. The complete text of the College policy on Academic Integrity may be found in the catalog.