

CSCI 3350 Syllabus (W1)

COURSE NUMBER: CSCI 3350
COURSE TITLE: User Experience Design
CREDITS: 3
PREREQUISITES: CSCI 1010 or CSCI 2000
SEMESTER / YEAR: Spring 2026

INSTRUCTOR:	Name:	Leong Lee
	Office:	Maynard 206 / 207
	Office Hours:	Tue/Thu: 8:00am-9:30am, Fri: 12:00pm-2:00pm, or by appointment
	Office Hours Format:	In-person
	Phone:	931-221-7038
	E-mail:	leel@apsu.edu

CLASS WEB SITE: Please refer to D2L.

PROGRAMMING TUTORING

Check out programming peer tutoring service/timing/venue at [this link](https://www.apsu.edu/csci/opportunities_resources/computer-science-tutoring-services.php), or use the following URL: https://www.apsu.edu/csci/opportunities_resources/computer-science-tutoring-services.php

COURSE DESCRIPTION

This course covers user experience design in the form of a combination of design principles, tools, methods, and frameworks, with which students can solve design problems in a principle-centered way. While focusing on the users of computer hardware and software, human-centered design principles are introduced for a chosen application domain, focusing on user experiences, and effective user interface design based on universal design principles and current computing technologies.

COURSE OBJECTIVES

At the completion of the course, the student will be able to:

1. Describe and apply the user experience design principles emphasizing alignment, proximity, contrast, and repetition.
2. Acquire and apply the skill of sketching as a process for user experience design.
3. Analyze human factors in design and apply universal design principles in an application domain.



4. Apply and demonstrate the appropriate use of effective interface design principles, human-centered evaluation, and interface prototyping process for user interface design and development.
5. Analyze a real-life user experience design problem, and apply a user-centered process to solve the problem, by using design principles and current computing technologies.

STUDENT LEARNING OUTCOMES

- Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (SLO1)
- Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline. (SLO2)

TIME AND PLACE OF CLASS:

Tue/Thu 12:45am-2:10pm, Maynard 129

REQUIRED LEARNING RESOURCES

Textbooks

- Principles of Beautiful Web Design, 4th Edition, by Jason Beaird, ISBN 978-1925836363, SitePoint.
- Non-Designer's Design Book, 4th Edition, by Robin Williams, ISBN 978-0133966152, Peachpit Press.
- Adobe Photoshop CC Classroom in a Book (2024 release), ISBN 978-0138262525, Adobe Press (Peachpit, Pearson).
- Adobe Dreamweaver CC Classroom in a Book (2022 release), ISBN 978-0137623303, Adobe Press (Peachpit, Pearson).

Others

- **2B** pencils (Around 3 to 5. Normal drawing pencil will do, NO charcoal or strange stuff please.)
- Good eraser and **ruler**
- Sketch Pad (letter size 8.5"x11", good quality / heavy weight paper, 50 sheets)
- Adobe Dreamweaver and Photoshop software (also available in Maynard 133 computer lab)
- Color Scanner, OR Mobile Phone with Scanner App (e.g. iPhone > Notes App > Camera > scan document)
- Laptop Computer with Internet Access
- A USB Flash Drive
- A 2nd Monitor is highly recommended (not required)



MINIMUM TECHNOLOGY REQUIREMENTS

- **Microsoft Windows**-based Computer with webcam, and mouse
- Everyday Internet access capable of supporting Zoom video conferencing
- **Zoom Client**
 - <https://www.apsu.edu/online/technology/zoom/index.php>
 - Login to Zoom
 - Install Client Software
 - **sign in with SSO**
 - **apsu.zoom.us** (company domain)
 - use apsu email login, you should see “licensed” next to your name
- **Microsoft Teams Client**
 - MS Teams is part of MS Office 365.
 - APSU students can install Office 365 Apps on up to 5 personal devices, FREE.
 - To install Office 365 Client
 - i. <https://govstech.apsu.edu/TDCClient/2071/Portal/Requests/ServiceDesk?ID=14541>
 1. Install Office 365
 2. Login in using apsu login
 - ii. After login to outlook, look for “Install apps” icon (interface changes)
 - Install MS Teams Client, login in with apsu login

ATTENDANCE POLICY

Student attendance is defined as active participation, which will be characterized by the student's **timely submission of assignments**.

Students who fail to meet active participation requirements within the first 14 days of the course should be given a FN (Never Attended). If a student meets active participation requirements during the first week of class, and then subsequently fails to actively participate, students should be given an FA (Failure to Attend).

ASSIGNMENTS / PROJECTS

Assignments (projects) will be both written and programming. The instructor will not make any adjustments to a student's code when grading, so if any submitted program does not run the student will get a zero on the “correctness” portion of the grade (or **50 points off** the overall grade), with no exceptions. Program source code will be turned in electronically.

LATE POLICY AND MAKEUP EXAMS

Assignments (projects) are due on the stipulated due dates, and may be turned in **up to 7** calendar days late with a **25% late penalty**. No assignment will be accepted more than 7 calendar days after the original due date! Students with planned absences, whether for university events, religious observance, or other reason, are expected to make arrangements with the instructor to turn in assignments or take exams before the scheduled date of the assignment or test.



Exam/test dates are on the schedule on the following page — if there are any changes, they will be announced at least one week in advance if possible. A missed exam may be made up only if it was missed due to an extreme emergency and arrangements are made before the exam date. Exams may not be taken early or late due to personal travel plans.

EVALUATION AND GRADING

Each student activity will contribute to the final grade in the class according to the following percentages.

Activity	Percentage
Assignments / Design Exercises / Sketchbook	45%
Mid-semester exam	15%
Final project	40%

Final Percentage	Final Grade
90 - 100	A
80 - 89	B
70 - 79	C
60 - 69	D
Below 60	F

POLICY ON MINORS

Minors accompanying staff, faculty, students, or visitors on campus are not permitted in classrooms. However, affiliated minors may utilize classrooms designated for use by a program approved by the university in which they are a participant.

SERVICE ANIMALS IN THE CLASSROOM

Consult [APSU Policy 3:007 Animals on Campus](#) for appropriate situations allowing service animals in the classroom.

DISABILITY POLICY

Any student who has a disability that may affect his/her academic performance is encouraged to make an appointment with me to discuss this matter, or you may contact Disability Services; telephone 221-6230; tty 221-6278; fax 221-7102.

ACADEMIC AND CLASSROOM MISCONDUCT

Students are expected to conduct themselves appropriately at all times. Academic and classroom misconduct will not be tolerated. Students must read the “Code of Student Conduct” in the new [Student Handbook](#) for an understanding of what will be expected of



them within the academic setting. [APSU Policy 3:005 Student Academic and Classroom Misconduct](#) will be followed in reporting any suspected cases of academic misconduct.

Students are required to turn in their own work and not the work of others. Collaboration on homework, assignments, quizzes, and exams is prohibited, unless otherwise specified by the instructor. Likewise, **plagiarism** of other's work or web-related sources constitutes a serious infraction. This includes submitting work very similar to another student's project, copy and paste from Internet searches, using code found on another computer, and using Internet sites for hiring coders or tutors to complete a project. "Penalties for academic misconduct will vary with the seriousness of the offense and may include, but not limited to, a grade of "F" on the work in question, a grade of "F" in the course, reprimand, probation, suspension and expulsion." (Quoted from APSU Academic and Classroom Misconduct). Protect your own work. Do not leave your assignments on the hard drives of the computers or printers in the lab for others to see. If you are ever worried that anything you do may be flagged for academic dishonesty, please contact me for help and guidance.

TOPICAL OUTLINE/CALENDAR

Week / Date	Topic	Reading	Remarks / Due / Exam
1 1/20, Tue	Basic Design Principles (P.A.R.C) Color, Typography	Robin Ch. 2, 3, 4, 5, 6 Robin Ch. 7, 9-12	1/19: Dr. Martin Luther King, Jr. Holiday - University Closed
2 1/26, Mon	Layout and Composition, Color, Texture, Typography, Imagery	Jason Ch. 1, 2, 3, 4, 5	
3 2/2	Photoshop Work Area	Photoshop Ch. 1	2/2: Last Day to Drop a Class without Record Assignment 1 Due 2/5 Thu
4 2/9	Basic Photo Correction	Photoshop Ch. 2	
5 2/16	Working with Selections	Photoshop Ch. 3	Assignment 2 Due 2/19 Thu
6 2/23	Layer Basics	Photoshop Ch. 4	
7 3/2	Vector Drawing Techniques	Photoshop Ch. 8	Assignment 3 Due 3/3 Tue Mid Term Exam 3/5 Thu 3/2: Fall 2026 schedule available in AP OneStop



Week / Date	Topic	Reading	Remarks / Due / Exam
8 3/9			3/9-13: Spring Break, No classes
9 3/16	Creating a Page Layout	Dreamweaver Ch. 6	Assignment 3 Due 3/16 Tue
10 3/23	Final Project Briefing Website Prototyping in Photoshop	Website Example	Assignment 4 Due 3/26 Thu 3/23-27: Priority Registration Week - Fall 2026
11 3/30	Website Prototyping in Photoshop	Website Example	Project Part 1 Due 4/2, Thu 3/30: Last day to drop with an automatic grade of 'W' 4/3 Fri: Spring Holiday - APSU closed
12 4/6	Website Slicing in Photoshop	Website Example	
13 4/13	Website Prototyping in Dreamweaver	Website Example	Project Part 2 Due 4/14, Tue
14 4/20	Final Web Publishing in Dreamweaver	Website Example	
15 4/27	Final Project Review		Project Part 3 Due 4/28, Tue 4/29 Wed: Last day of classes 4/30 Thu: Study Day 5/1-5/7: Final Exam Period
16 5/4	5/1, Fri, 10:30am-12:30pm: Final Exam		Project Part 4 Due 5/5, Tue Final Exam

LAPTOPS AND OTHER ELECTRONIC DEVICES IN THE CLASSROOM: Cell phones must be turned off or on vibrate during class. NO cell phone can be answered during class unless there is an emergency situation and you have discussed the emergency with the instructor prior to class. No text messaging is permitted during class. Laptops/tablets are permitted whenever the student considers the laptop/tablet as an enhancement of his/her learning experience. However, the student MUST be using the laptop/tablet in a manner that directly relates to the content of this class such as viewing the slides from the lecture or taking notes. The laptop/tablet must not be a distraction to others in the class. No other electronic devices will be allowed in class without prior consent of the instructor.

CAVEAT: Policies and procedures may change due to extenuating circumstances.



SYLLABUS SUPPLEMENT

ZOOM Guidelines

Some or all of the class sessions may be audio/visually recorded. The video and/or audio recordings may be used for educational purposes and may be made available to all students currently enrolled in the course and to university officials with a legitimate educational interest in reviewing the recording. The recording is made for educational purposes to provide a resource to students during the remainder of the course.

Students should not make their own recording of the class session or distribute a copy of the instructor's recording of the class session unless appropriate approval has been received prior to making the recording. Distributed recordings are not a transfer of any copyrights in the recording. Public distribution of such materials by students may constitute copyright infringement in violation of federal or state law, or University policy. Further, the University prohibits the recording or transmission of classroom lectures and discussions by students unless written permission from the instructor has been obtained and all students in the class as well as guest speakers have been informed that audio/video recording may occur. Violators may be subject to disciplinary action pursuant to the Student Code of Conduct.

Statement from APSU Academic Affairs and Legal Affairs

APSU is committed to the free and full exchange of ideas and perspectives that is central to the educational enterprise. We are also committed to encouraging students—and all people—to be exposed to, and think critically about, sensitive topics and issues. This is an essential element of higher education and necessary to better prepare students for community participation and robust civic engagement. Curricular materials on concepts including but not limited to racism, sexism and classism may be presented and discussed in this class; while students are expected to master course content, it is not expected that students endorse or subscribe to any theory or viewpoint.

AI policy

AI-based assistance, such as ChatGPT and Github Copilot, will be treated the same way as collaboration with other people: you are welcome to talk about your ideas and work with other people, both inside and outside the class, as well as with AI-based assistants. However, all work you submit must be your own. You should never include in your assignment anything that you yourself did not write. You should not copy/paste any code, text, image, etc., generated by an AI system and submit it as your own work. Anything found in your assignment that you did not personally write, whether from another student or an AI-based system, will be treated as an academic misconduct case.

If something is found that could be considered created by an AI-based system, students will not automatically be accused of academic misconduct. In this case, the instructor will



talk with the student and verify whether the student actually understands the code and concepts related to the area in question. Students who demonstrate understanding and knowledge of the material during these conversations may be considered to not have committed academic misconduct.

