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Contact Information ↑ ⚙️ 📄 🔍 🗑️

CONTACT INFO

- Hi folks – please call me Dan. If you need to reach me, I can be contacted via my UofG email (dgillis@uoguelph.ca). My pronouns are he/him. You can learn more about my research programs and the work I do by clicking [here](#).
- My office hours will be discussed during class, but you can also book an appointment with me at any time.
- The course email is cis2170@socs.uoguelph.ca. This email address will be monitored by the teaching team on a regular basis. Please use this email if you have any questions about the course content or the course deliverables.



Content

Content 1: Where we learn is important

Jump 1: Where we learn is important

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Welcome everyone to CIS2170 - User Interface Design - a course offered on the ancestral and treaty lands of the Attawandaron peoples and the Mississaugas of the Credit. As we gather to broaden our minds and learn about good design, it's important to consider where we gather and what that means to the work we strive to do here.

2:58

The city we call Guelph (and much of the surrounding area) was acquired by the Crown from the Mississaugas via the "Between Lakes Purchase" - a space that was stewarded pre-contact by several Anishinaabeg Nations, including the Attawandaron, Huron Wendat, the Mississaugas, and others. After contact, and as a result of both colonization and war with the United States, many Indigenous people were displaced, or - in the case of the Haudenosaunee Confederacy (made up of the Mohawk, Oneida, Onondaga, Cayuga, Seneca, and Tuscarora) - moved to the Haldimand Tract - 6 miles of land on either side of the Grand River.

Despite the othering and attempted genocide of the Indigenous peoples across Turtle Island, the First Nations, Metis, and Inuit have continued to act as stewards of this land; resiliently resisting to ensure that this land we call home is protected, sustained, and nurtured - so that all of us can live and thrive here. Locally, and pre-colonization, the Indigenous peoples of the area enshrined this responsibility via [the Dish With One Spoon Covenant](#).

As described by Richard Hill, a citizen of the Tuscarora Nation - "The idea was that this beautiful earth that was given to us is like a dish, and inside that dish is everything for us to be healthy and to be fed. So, all the plants, the animals, the birds...and the concept was: we're all going to share from the dish with the same spoon. Everybody gets their equal share; everybody gets an opportunity to take that. So it's about sharing the resources of this land. But in order to share it, there are some simple rules. One is you only take what you need right now - feed yourself, make yourself well. You always leave something in the dish for other people so they can enjoy it as well. And you keep the dish clean; you don't pollute your kitchen; you don't pollute where your food comes from."

This treaty, this covenant, is one that we must strive to follow in our classroom, in the School of Computer Science, and beyond - in everything we do. It speaks to our collective responsibility to steward and sustain the land and environment in which we live and work, so that all peoples, present and future, may benefit from the sustenance it provides.

Take a moment to watch this video to learn more about this covenant, and consider what it means to you. When you've reviewed the lesson on The Manufactured Ecosystem, reconsider the Dish with One Spoon Covenant, and consider how it may impact and inform our work in this class.

Richard Hill | Ep 4 | Oral History | Voices From Here



The idea was that this beautiful earth that was given to us is like a dish, and inside that dish is everything for us to be healthy and to be fed. So, all the plants, the animals, the birds...and the concept was: we're all going to share from the dish with the same spoon. Everybody gets their equal share; everybody gets an opportunity to take that. So it's about sharing the resources of this land. But in order to share it, there are some simple rules. One is you only take what you need right now - feed yourself, make yourself well. You always leave something in the dish for other people so they can enjoy it as well. And you keep the dish clean; you don't pollute your kitchen; you don't pollute where your food comes from.

-Richard Hill

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What is 2170 all about? ↓ ⚙️ 📄 🔍 🗑️

This course is a practical introduction to the area of user interface construction. Topics include user interface components and their application, best practices for user interface design, approaches to prototyping, and techniques for assessing interface suitability. Want to know more? Check out the [Academic Calendar here](#).



Content

Content 1: What are we going to learn?

Jump 1: Next page

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What are we going to learn? ↓ ⚙️ 📄 🔍 🗑️

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By the end of this course, you should be able to:

1. Describe the core principles that guide effective interface design (such as usability, and accessibility) and how they facilitate a positive user experience.
2. Understand and use the design thinking approach to develop human-centred user interface designs across various devices.
3. Develop prototypes to collect, synthesize, and integrate feedback on user interface designs.
4. Understand and implement accessible design to support a diversity of users and environmental contexts.
5. Describe the ethical considerations of user interface design to reduce potential harm to users and the environment.

Content

Content 1: When are we getting together?

Jump 1: When are we getting together?

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When are we getting together? ↓ ⚙️ 📄 🔍 🗑️

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At this point in time, the course will be delivered face-to-face (with a few possible exceptions). However, as a class, we will discuss our comfort levels and safety in both the class and lab settings – particularly given the ongoing COVID-19 pandemic. Importantly, we will do whatever we need to do to ensure the health and wellness of everyone in the class (including the teaching team, visitors, and our community partner). With that in mind, it's important for each of us to remain as flexible and patient as possible during the semester in the event that rising case counts necessitate moving to virtual delivery of the course content.

While I want you to attend every class and every lab, I realize that there may be times when this won't be possible. Please discuss any challenges you might have with me, and I'll do my best to help you sort them out.

To ensure our time together is productive, I'm going to ask that you do some work in advance of class. This typically involves reading but might involve sketching, watching videos, or creating interpretive dance routines to demonstrate certain computer science topics.

Note It is your responsibility to verify the time and location of the class, your lab, and the [final exam](#).

Item	Day	Time	Location
Lecture	Tuesday/Thursday	10:00 am – 11:20 am	RICH 2520
Lab 01	Friday	8:30 am – 10:20 am	MINS 017
Lab 02	Wednesday	11:30 am – 1:20 pm	MINS 017
Lab 03	Friday	11:30 am – 1:20 pm	ALEX 028
Lab 04	Tuesday	11:30 am – 1:20 pm	ALEX 028
Lab 05	Monday	7:00 pm – 8:50 pm	MACS 129

Content

Content 1: What skills should we have, what textbooks will we use, and where can we find course materials?

Jump 1: What skills should we have, what textbooks will we use, and where can we find course materials?

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What skills should we have before we take this course?

Students enrolled in CIS2170 are expected to have the skills and knowledge covered in CIS1200 or CIS1500, as well as strong writing skills, the ability to work in teams, and strong communication skills.

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- Prerequisite: CIS1200 or CIS1500

What textbooks will we be reading?

- Readings and links to other resources will be provided on Moodle. You do not need to buy a textbook.

Where can we find course materials?

There are a lot of things to cover in this course! But never fear – all course material, news, [announcements](#), and grades will be regularly posted on Moodle – so please be sure to check it regularly. While other tools (such as Slack, Discord, Trello, etc.) might be used and are super helpful in their own right, always refer to Moodle for course information, or ask the teaching team if you are still unsure.

Lecture Materials

Slides and other lecture materials will be made available throughout the semester. You will be able to link to them directly from Moodle. Please note that lectures will not be recorded. In the event that we offer a virtual session, a link will be provided so that you can access the class.

Labs

Lab meetings will allow teams the opportunity to meet with TAs to clarify issues or to receive advice pertaining to their assignments and other deliverables. Lab materials will be made available through Moodle and may include the completion of an online lesson, as well as materials that need to be submitted via Moodle for grading.

Assignments

Assignment descriptions and rubrics will be made available on Moodle. You should submit all of your assignments through Moodle.

Quizzes

The course has several quizzes. Each quiz will be available on the website for approximately 2 weeks after it opens. The quizzes will not be reopened once they close. Some quizzes (such as [Quiz 1: Course Logistics & the Manufactured Ecosystem](#)) will require you to complete lessons (like the one you are currently completing) before you can complete the quiz. Budget your time wisely.

The course has been broken down into several deliverables. Some of these will be submitted during the lab (although, as mentioned, you'll have more time than just the lab to get this work done), while others can be done on your own time or with your team. Each deliverable has a due date range instead of a single due date. If you are having difficulty with an assignment, please chat with the teaching team as soon as possible. Additionally, if you need more time to get something done, please chat with me sooner rather than later. I almost always say yes to extensions (so long as it doesn't cause problems for the TAs who have their own schedule of due dates).

2:57

Assignments - 30%

Assignments will be completed as a team. Assignments must be uploaded to Moodle by 5:30 PM on the due date listed.

Assignments	Start	End
Assignment 1: Fun Theory & The Manufactured Ecosystem (7%)	1/8/2024	2/2/2024
Assignment 2: Personas of the Manufactured Ecosystem (8%)	2/5/2024	3/8/2024
Assignment 3: Prototyping for the Manufactured Ecosystem (15%)	3/11/2024	4/5/2024

Quizzes - 16%

Quizzes must be completed individually unless otherwise specified. All quizzes must be completed via Moodle by 5:30 PM on the due date specified. Quizzes will close on the due date at 5:30 PM and will not be reopened for any reason. Some quizzes will require you to complete Moodle lessons before they will be made available to you. Budget your time wisely. Each quiz is worth 2% of your final grade (for a total of 16% of your final grade). If you complete all 8 quizzes, your worst 2 quizzes will be automatically dropped. The remaining 6 grades will be summed, divided by 6, and multiplied by 8 to determine your overall quiz grade. Any quiz that is not completed by the designated due date will be considered incomplete, and the weight of that quiz will be automatically added to the [midterm](#) or [final exam](#). There are no makeup quizzes or quiz extensions.

Quizzes	Start	End
Quiz 1: Course Logistics & the Manufactured Ecosystem	1/15/2024	1/26/2024
Quiz 2: UI Design	1/22/2024	2/2/2024
Quiz 3: Scenarios & Personas	1/29/2024	2/9/2024
Quiz 4: Designing for Usability	2/5/2024	2/16/2024
Quiz 5: Affordances	3/4/2024	3/15/2024
Quiz 6: Prototyping	3/11/2024	3/22/2024
Quiz 7: Accessibility Design	3/18/2023	3/29/2024
Quiz 8: Responsive Design	3/25/2023	4/5/2024

Labs - 14%

All labs must be submitted via Moodle by 5:30 PM on the due date specified. Lab 1 is not graded. Each lab is worth 2% of your final grade (for a total of 14% of your final grade). If you complete all 8 labs, your worst 2 labs will be automatically dropped. The remaining grades will be averaged and scaled up to determine your overall lab grade. Any lab that is not completed by the designated due date will be considered incomplete, and the weight of that lab will be automatically added to the [midterm](#) or [final exam](#). There are no makeup labs or lab extensions.

What types of assessments are there? ⌵ ⚙️ 📄 🔍 🗑️

Labs	Release Date	Due Date	<div>2:57</div>
Lab 1: Working as a Team	1/8/2024	1/12/2024	
Lab 2: Comparing Designed Things	1/15/2024	1/26/2024	
Lab 3: Redesigning UofG	1/22/2024	2/2/2024	
Lab 4: Personas	1/29/2024	2/9/2024	
Lab 5: Usability Testing	2/5/2024	2/16/2024	
Lab 6: Affordances	3/4/2024	3/15/2024	
Lab 7: Prototyping	3/11/2024	3/22/2024	
Lab 8: Accessibility Design	3/18/2024	3/29/2024	

Midterm - 10%

The [midterm](#) will be held in class, on Thursday, February 29th. If you do not write the [midterm](#), the weight of the [midterm](#) will automatically be added to the [final exam](#). The [midterm](#) will cover all material presented before Reading Week.

Final Exam - 30%

The [final exam](#) will be held Monday, April 22, from 11:30 AM – 1:30 PM. The location has not yet been announced. The [final exam](#) will cover the entire course.

Content

Content 1: What happens if something is missed or late?

Jump 1: What happens if something is missed or late?

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Missed Labs

If you are going to miss a lab, please let your team know (and if possible – me too). Together we should be able to work around your absence.

3:34

Missed Assessments

If you can't complete an assignment due to medical, psychological, or compassionate reasons, please chat with me. Please also refer to the Late Deliverables section below.

- Each *quiz* will close at 5:30 PM the day they are due.
 - If you complete all 8 quizzes, your worst 2 quiz grades will be dropped, and the average of the remaining 6 will be multiplied by 8 to determine your quiz grade (out of 16).
 - If you do not complete a quiz by the due date, you will receive an *incomplete*. The weight of the quiz will automatically be added to the weight of the [midterm](#) or [final exam](#) (see below), and your overall quiz grade will be based on the average of the remaining quizzes. You will not be eligible to have your worst 2 quiz grades dropped.

For example, if you miss 1 of quizzes 1, 2, 3, or 4, the weight of your [midterm](#) will increase by 2%, and the overall weight of your quizzes will be reduced by 2%.

If you miss 1 of quizzes 5, 6, 7, or 8, the weight of your [final exam](#) will increase by 2%, and the overall weight of your quizzes will be reduced by 2%.

- Each *lab* will close at 5:30 PM the day they are due.
 - If you complete all 8 labs, your worst 2 lab grades will be dropped, and the average of the remaining will be scaled up to determine your lab grade (out of 14).
 - If you do not complete a lab by the due date, you will receive an *incomplete*. The weight of the lab will automatically be added to the weight of the [midterm](#) or [final exam](#) (see below), and your overall lab grade will be based on the average of the remaining quizzes. You will not be eligible to have your worst 2 lab grades dropped.

For example, if you miss 1 of labs 2, 3, 4 or 5, the weight of your [midterm](#) will increase by 2%, and the overall weight of your labs will be reduced by 2%.

If you miss 1 of labs 6, 7, or 8, the weight of your [final exam](#) will increase by 2%, and the overall weight of your labs will be reduced by 2%.

Accommodation of Religious Obligations

If you are unable to meet an in-course requirement due to religious obligations, please let me know within two weeks of the start of the semester to make alternate arrangements.

Late Deliverables

We will begin grading course deliverables shortly after they are due. If you have not submitted a course deliverable on time, it will be considered late.

- Late *assignments* will be penalized 10% if it is submitted up to 3 days after the due date and time. An *Assignment* submitted between 3 and 6 days after its due date and time will be penalized 25%. An *assignment* submitted after 6 days will receive a 0.
- Quizzes will not be eligible for late submission. If you have not completed the quiz by the due date and time, it will automatically be assigned an *incomplete*. See the Missed Assessments section above.
- Labs will not be eligible for late submission. If you have not completed the lab by the due date and time, it will automatically be assigned an *incomplete*. See the Missed Assessments section above.

Given the number of students and the number of deliverables that need to be graded, late assignment submissions will be graded when we can fit them into the queue. Please be patient.

Instead of submitting something late, please chat with me at least 2 days before the due date of the deliverable if you think you might need an extension. I will almost always grant an extension – but this will also depend on the availability of the teaching team to provide feedback. If something comes up suddenly and you are unable to complete a deliverable, please reach out to me as soon as possible so that we can determine options (including those listed above) for you to complete the coursework.

Regrades

What happens if something is missed or late? ↓ ⚙️ 📄 🔍 🗑️

If you feel your assignment has been graded incorrectly, please present your case (via email) to the instructor. Be specific about what you believe was graded incorrectly. All regraded material will be completely regraded. This could result in your grade being reduced. Regrades will be placed at the end of the grading queue. Please be patient.

3:34

Content

Content 1: What will we learn during the lectures?

Jump 1: What will we learn during the lectures?

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What will we learn during the lectures? ⬇ ⚙ 📄 🔍 🗑

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The following is a list of potential topics that we will cover during the course (in class, in lab, or as part of a quiz). Please note that the order may vary, depending on various factors.

Week	Lecture	Lab	Quiz
1	Course Outline Introduction to User Interface Design	Lab 1: Working as a Team	NO QUIZ
2	Principles of Good UI Design	Lab 2: Comparing Designed Things	Quiz 1: Course Logistics & The Manufactured Ecosystem
3	Understanding Users & Context	Lab 3: Redesigning UofG	Quiz 2: UI Design
4	Designing for Usability	Lab 4: Personas	Quiz 3: Scenarios & Personas
5	Information Architecture Card Sorting	Lab 5: Usability Testing	Quiz 4: Designing for Usability
6	Visual Design Fundamentals	NO LAB	NO QUIZ
READING WEEK - NO CLASSES - NO LABS			
7	Interactive Design Elements Midterm (In Class)	NO LAB	NO QUIZ
8	Prototyping UI Designs	Lab 6: Affordances	Quiz 5: Affordances
9	Accessibility & Inclusive Design	Lab 7: Prototyping	Quiz 6: Prototyping
10	Mobile & Responsive Design	Lab 8: Accessibility Design	Quiz 7: Accessibility Design
11	UI Trends & Future Technologies	NO LAB	Quiz 8: Responsive Design
12	Participatory Design	NO LAB	NO QUIZ

Content

Content 1: What if we aren't feeling well?

Jump 1: What if we aren't feeling well?

What if we aren't feeling well? ↑ ⚙️ 📄 🔍 🗑️

While your health and wellness are always important, it is essential in this class and to me. I want you to put yourself first this semester. We need to do whatever we can to support each other and our family, friends, and community. With that in mind, we need to work together, practice patience and empathy, and remain honest about our needs. Only then can we foster and promote a safe, supportive environment, as well as good physical, emotional, spiritual, cultural, and mental health and wellness for everyone.

1:04

If you are sick, heartbroken, or exhausted, get rest, reach out to someone, and take whatever steps necessary to get well. Work is not more important than your health.

-Dr. Max Liboiron

If you are experiencing any challenges, please do not hesitate to contact me, and know that there are resources on campus set up to help you out.

Service	Website	Email	Phone
Student Accessibility Services	wellness.uoguelph.ca/accessibility	accessibility@uoguelph.ca	519-824-4120 ext. 56208
Health Services			519-824-4120 ext. 52131
Counselling Services	wellness.uoguelph.ca/counselling		519-824-4120 ext. 53244
Black, Racialized & Students of Colour	uoguelph.ca/studentexperience/cultural-diversity-counselling		
Indigenous Students	uoguelph.ca/studentexperience/indigenous-supports		
International & ELP Students	wellness.uoguelph.ca/keep.meSAFE		
LGBTQ2IA+ Students			519-824-4120 ext. 52131
Wellness Education & Promotion Centre	wellness.uoguelph.ca/wec	wellness@uoguelph.ca	
Wellness Navigator			519-824-4120 ext. 52131
Student Support Network	wellness.uoguelph.ca/ssn		
Sexual & Gender-Based Violence Support		sveducation@uoguelph.ca	519-824-4120 ext. 53020

What if we aren't feeling well? ↓ ⚙️ 📄 🔍 🗑️

Campus Safety Office

519-824-4120
ext. 52000

519-840-6868 1:04

Text UOFG
686868

Content

Content 1: End of lesson