A Necessary Shift: Engaging Coding In Graphic Design Education

PICA CONFERENCE EDMONTON, ALBERTA, CANADA MAY 2014

SUBMITTED ABSTRACT

In current graphic design practice, projects that start with a detailed brief and end with the delivery of a static, substrate-bound outcome are no longer the norm. A shift has taken place toward the design of experiences where designers are called upon to develop services, branding, and interactive outcomes. In order to equip learners to function and lead in graphic design practice, design education must also shift to facilitate learning that enables "useful, usable, and desirable" design (Norman, 2010; Sanders, 1992). Starting in fall 2013, curricular changes were made to bring a "UUD" focus to courses in the undergraduate graphic design program at Miami University in Oxford, Ohio. This paper presents the programmatic structure that was developed, shares findings from its operation, and offers recommendations for the future of experience design in education and practice.

At the core of the "UUD" curricular model is an ideological and practical shift away from aesthetic primacy in graphic design. Curricular changes were implemented in four interaction design courses and two branding courses over a period of two years at Miami University. Learners were not given a list of predetermined design deliverables to produce, rather they were instructed in qualitative research methods which enabled them to observe and record human behaviors that informed the design of useful outcomes. Learners received instruction in front-end web development coding languages like HTML, CSS, and JavaScript that allowed them to develop and test fully functional web sites and web apps to assess their usability. By implementing this tandem of research and development instruction within the graphic design curriculum, learners began producing thinking and outcomes that endeavored to be useful, usable, and desirable.

This paper explains the decision making process taken when choosing to shift programmatic goals to embrace a useful, usable, desirable model that supports the design of experience-focused outcomes. Evaluation of the effects of this curricular shift is based on data collected via student performance assessments, student interviews, an analysis of design outcomes, focus group discussions, and observations. Strengths and weaknesses of implemented courses, technologies, and assignments are reviewed based on research findings. The analysis of the data collected results in recommendations for future curricular development where usefulness and usability are held as key learning objectives equal to quality aesthetic. It supports the implementation of research and coding language instruction into graphic design education in order to promote the future of the discipline where experiences are of increasing importance.

REFERENCES

Norman, Donald. "Why Design Education Must Change." November 2010. Accessed October 2, 2011. core77.com.

Sanders, Elizabeth B.-N. "Converging Perspectives: Product Development Research for the 1990s." Design Management Journal 3 (1992): 49–54.

Presentation Slides

A NECESSARY SHIFT

ENGAGING CODING IN GRAPHIC DESIGN EDUCATION

PICA CONFERENCE
EDMONTON, ALBERTA, CANADA
MAY 8, 2014

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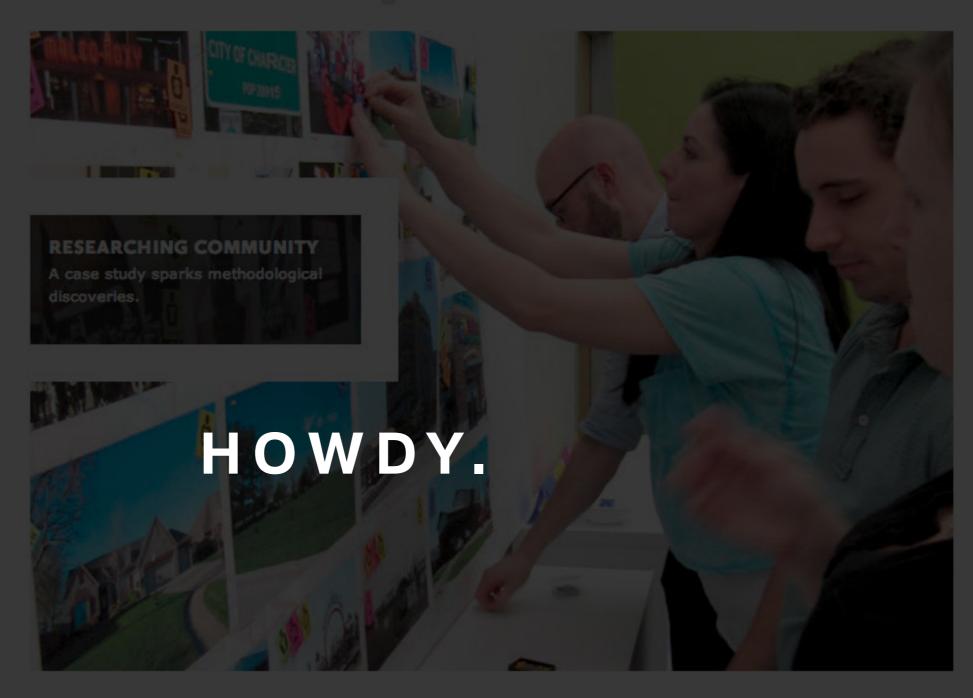
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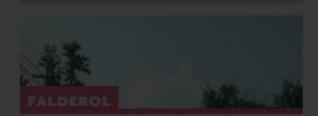
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DENNIS



NEW in the NOTEBOOK



ONE MONTH IN

NEW THOUGHTS on DESIGN



MAPPING A DESIGN ECOSYSTEM



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WEBSITES



WEBSITES

Rigorous, functional, engaging interactive information delivery systems.

THIS IS WHAT

A DESIGNER DOES.

EXAMENDED THE EVOLUTION HOLE OF DESIGNATION OF THE PLANT OF THE POLICY HAVE A POLICY OF THE POLICY HAVE A POLICY OF THE PLANT OF THE POLICY HAVE A POLICY OF THE POLIC

This is What a Designer Does

As a window of a Web browser comes to replace cinema and television screen, a wall in art gallery, a library and a book, all at once, the new situation manifests itself: all culture, past and present, is being filtered through a computer, with its particular human-computer interface.

LEV MANOVICH, THE LANGUAGE OF NEW MEDIA

THE MIT PRESS, 2001. 76.

As a window of a Web browser comes to replace cinema and television screen, a wall in art gallery, a library and a book, all at once, the new situation manifests itself: all culture, past and present, is being filtered through a computer, with its particular human-computer interface.

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THE MIT PRESS, 2001. 76.

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SCRIPTED INTERACTIONS

» Visual Language

» Convention Adherence

» Textual Language

» Cultural References

» Conceptual Language

» Support for Assistive Devices

- » Information Architecture
- » Device Bias

As decision makers who determine how and what information is shared, designers have a responsibility to empower users while honoring the integrity of the message they communicate.

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"...the user might want to go directly to another page and they should have that option."

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THE OLD (CURRENT?) WAY

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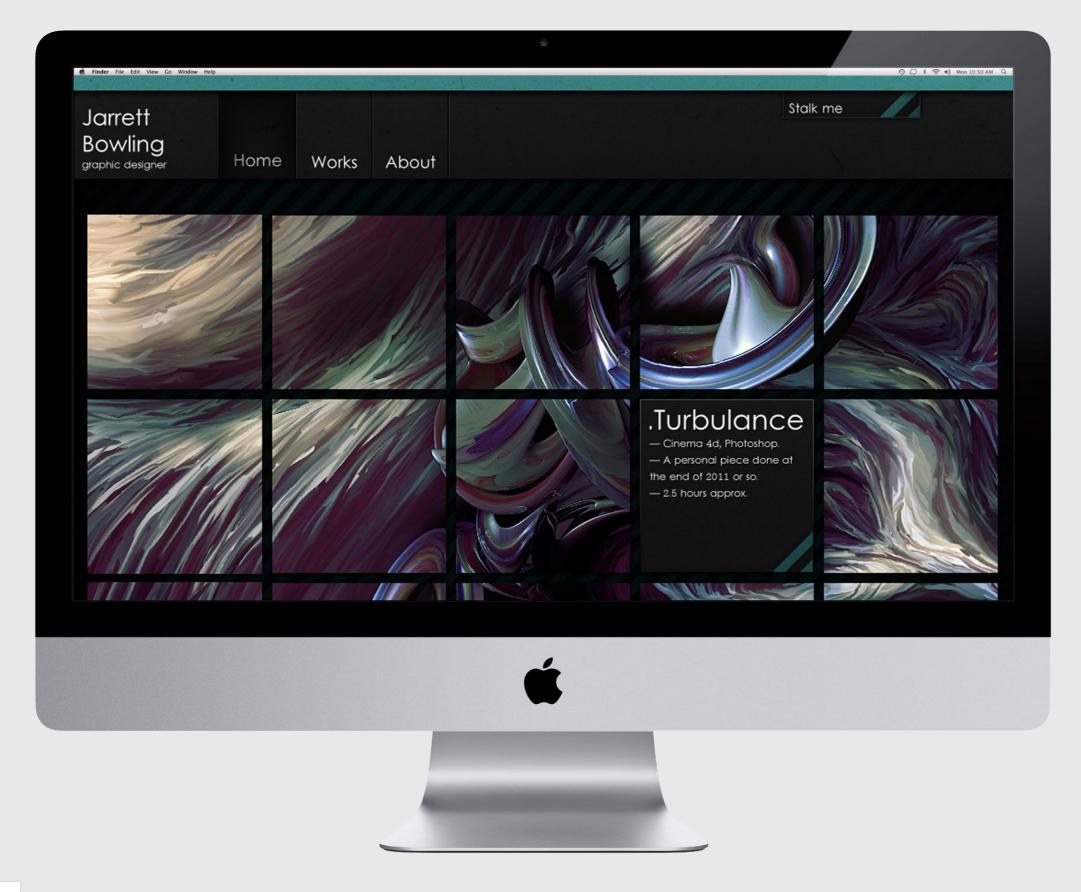
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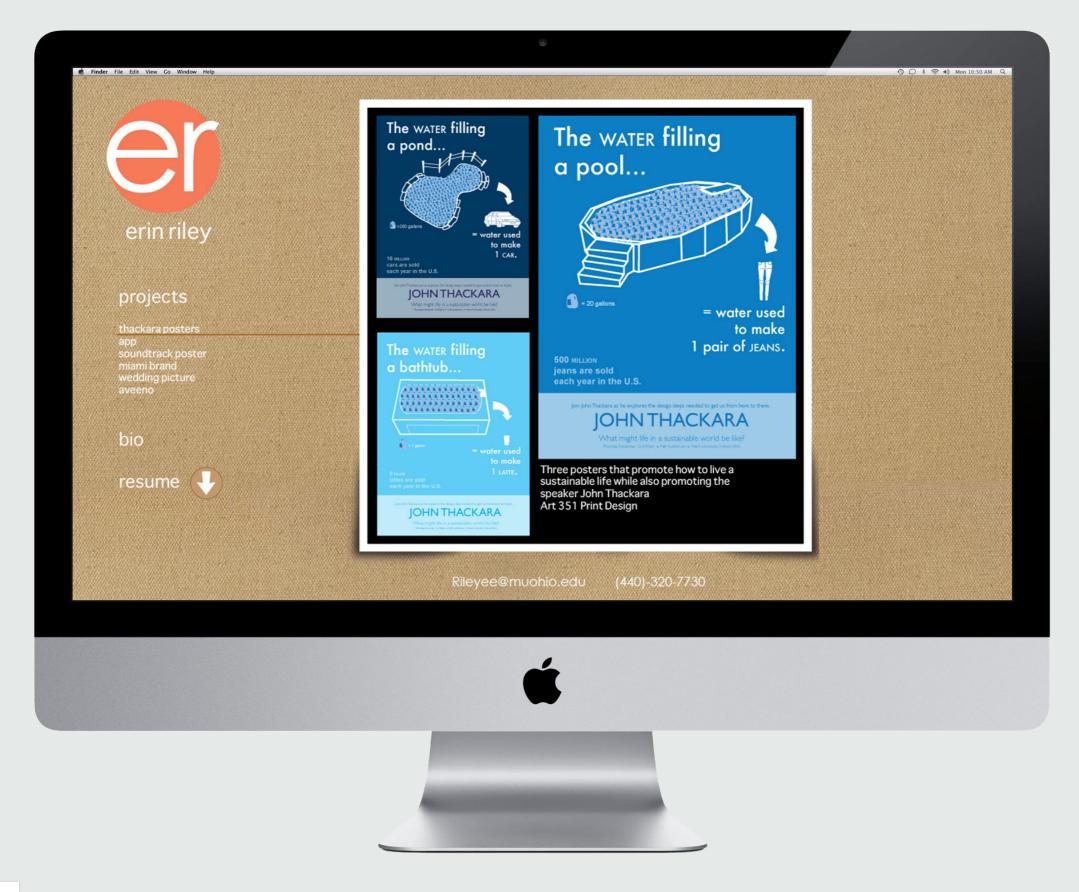
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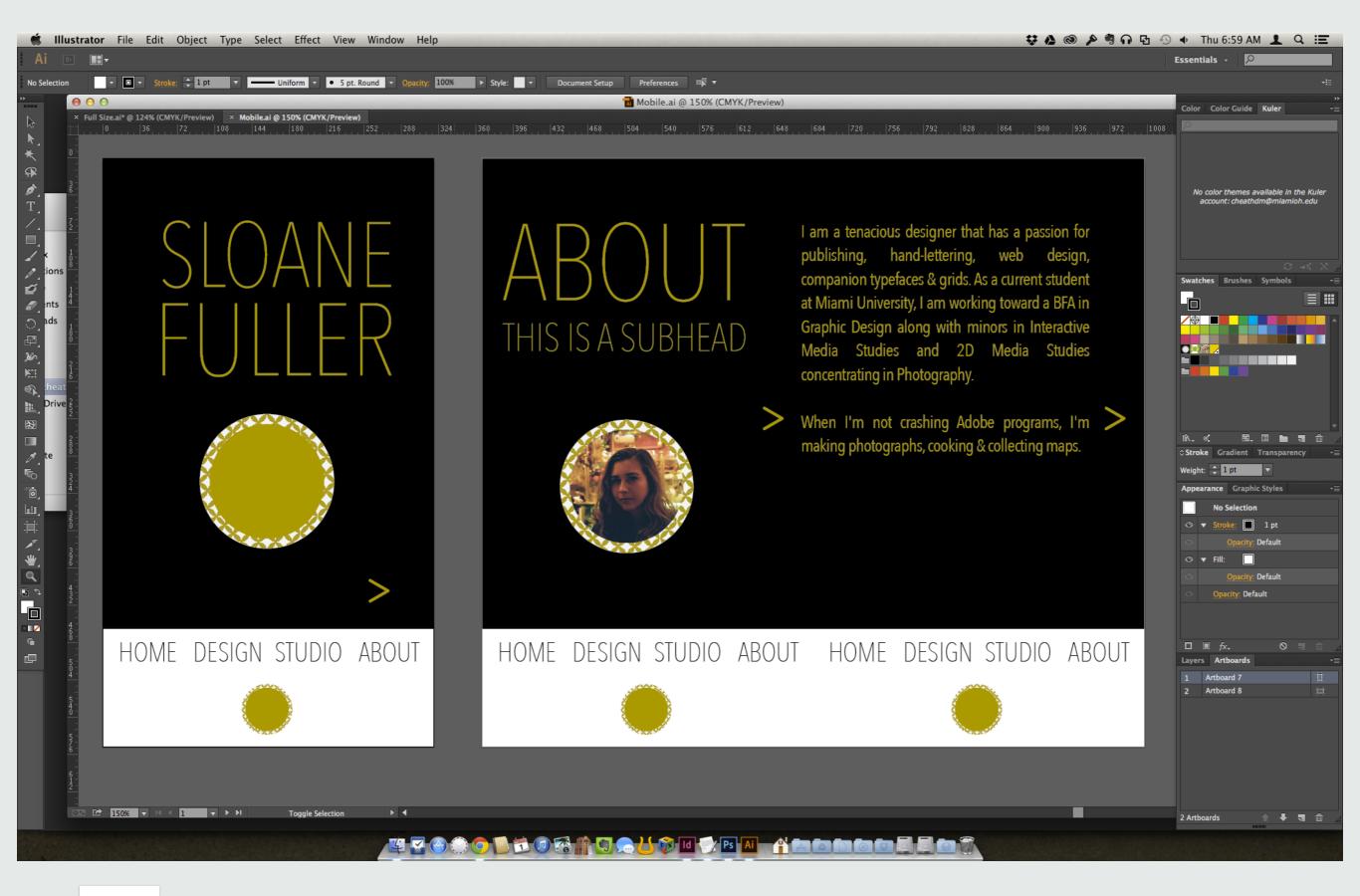
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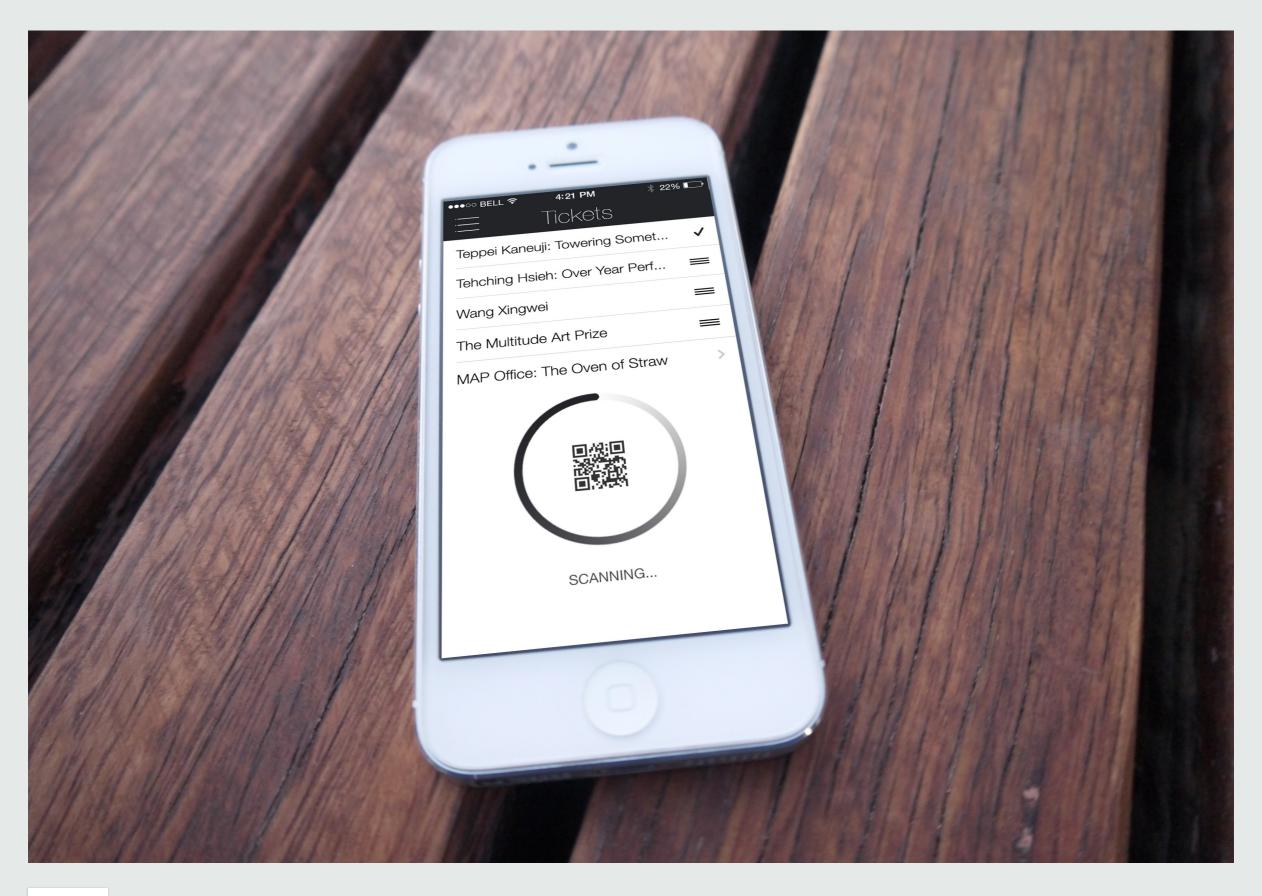
INTERFACE DESIGN

- » aesthetic
- » brand
- » hierarchy
- » static content
- » limited contextual awareness









INTERFACE DESIGN

- » assumptive
- » designer-centric
- » inflexible
- » untested, unproven
- ignores reality

"The control which designers know in the print medium, and often desire in the web medium, is simply a function of the limitation of the printed page. We should embrace the fact that the web doesn't have the same constraints, and design for this flexibility. But first, we must "accept the ebb and flow of things."

JOHN ALLSOPP, "A DAO OF WEB DESIGN"

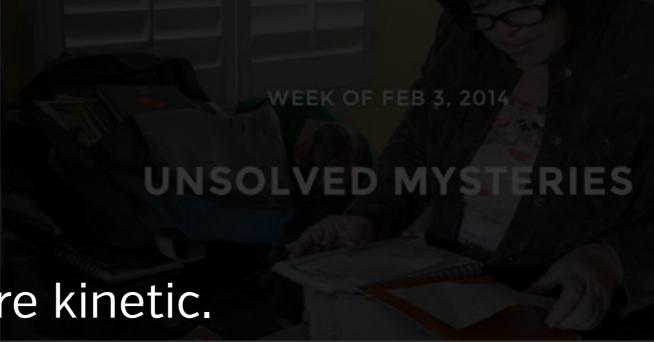
HTTP://ALISTAPART.COM/ARTICLE/DAO, ACCESSED MAY 12, 2012

















Ceci n'est pas une pupe.



Ceci n'est pas une pipe.

KINETIC COMPLEXITY

A NECESSARY SHIFT

KINETIC COMPLEXITY











DEVICE PREFERENCE IS (ALWAYS) SHIFTING

- » In 2011 smartphone sales overtook PC sales
- » Q2 2013: 37% of the PC market were tablets
- » Q3 2013: 250,000,000 smart phones shipped worldwide

CANALYS, REPORTED FEB 3, 2012 AND JUNE 11, 2013

HTTP://WWW.CANALYS.COM/NEWSROOM/SMART-PHONES-OVERTAKE-CLIENT-PCS-2011

HTTP://WWW.CANALYS.COM/NEWSROOM/HALF-BILLION-PCS-SHIP-2013-TABLET-SALES-ROCKET

KINETIC COMPLEXITY



COMPLEXITY

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deep content

mobile

user experience

search-friendly

translatable

device-agnostic

memorable

accessible

easy to edit

intuitive

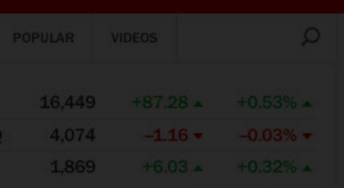
responsive

branded

EMBRACE COMPLEXITY

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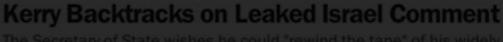




THILE HOUSE I RHS VAHIBUS SEATASSAULT VIIIIS



Complete



In order to create complex, fluid, testable

websites, designers must understand and

use interaction design tools and methods.

mes 15 New Targets for Sanctions



South Korean President Apologizes Over Ferry Disaster







Craig Ferguson: See Ya, CBS

Another late night host is leaving the net @DENNISCHEATHAM

Janet Yellen by Christine Lagard

Narendra Modi by Fareed Zaka

SHIFT TEACHING

HTML

CSS

JavaScript

CMS

content

SASS

user experience

grid

responsive

web type

JQuery

social media

```
ex.html
                                      SHIFT TEACHING
                            <title>My First Page</title>
                            body { background-color: #ffe4cc;
ex.html
                                    h1>The Romance Begins</h1>
dex.html
                                My dearest Amy,
                                How are things going for you, my darling?
                                Sweetie, I just wanted to tell you that you've always been a wonderful part of my life. Whenever I think of yo
                                 melt and get a fuzzy feeling on the inside. Theres just something about you which I can't help liking. 
                                What person in their same mind could resist those deep and rich blue eyes of yours which shimmer like bright s
                                 in the night sky. I know the moon is a lot bigger and brighter, but its white, not blue, so I can't really comp
                                 you with that, even though I want to. 
                                                             HTML
04.html
ople-touch...omposed.png
ossdomain.xml
                                                              content
                                p>What's really mystifying is your gorgeous blonde hair which is just as beautiful and radiant as golden heaps o
                                 straw (the only difference being that your hair cannot be eaten by horses or used to repair cottage roofs).
                                p>I love going out to the restaurants with you, despite the fact I always embarrass you and myself in front of y
umans.txt
                                 and everyone else. I think its sweet how you roll your eyes upwards and cover your face every time I make chick
                                 noises, and its even sweeter how you turn green and vomit up your kidneys whenever I deliberately open my mouth
dex.html
                                 show you what I'm chewing. 
                                p>I can't remember if I've already told you this but I really do love your smile. Its such a turn on to look at
                                 its one of the many reasons I love being with you my love. Sometimes I wish I could do nothing but stare at you
                                 smile all day, but I'm not sure that's a good idea my love, as people will probably think I'm some kind of nut
                                 and I might get taken away by the men in white coats.
                                *Hope you have a great Valentines Day my darling lover!
                                p>With all my heart, <br /
                               Dennis
jquery-1.10.2.min.js
 jquery.localScroll.min.js
 jquery.
                                                                                    @ DENNISCHEATHAM
                                                                                                             #WKBNCH
                                                                                                                            WKBN.CH
```

```
SHIFT TEACHING
                    #wrapper {
                                                                                         html,button,input,select,textar...
                                                                                         html
                    section {
                                                                                         audio,canvas,img,vid...
html
                                                                                         fieldset
                             CASCADING STYLE
                                                                                                   Decoration Layout
                                     SHEETS (CSS)
                                                                                          Background: rgb(99, 197, 187 = *
                    ul.imagegrid {
                                                      style
main.xml
                                                                                           Position X:
                                                                                             Repeat:

    Att

                   ul.imagegrid li {
s.txt
                                                                                            Offset X:
                                                                                            Opacity:
                    ul.imagegrid li img {
                                                                                            Borders:
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ery.localSo
                                                                      @ DENNISCHEATHAM
                                                                                           #WKBNCH
                                                                                                        WKBN.CH
                    .caption {
iery.scroll7
```

jquery-1.10.2.min.js

jquery.localScroll.min.js

jquery.scrollTo.min.js

Z pre

```
(function() {
   var method;
   var noop = function () {};
   var methods = [
        assert', 'clear', 'count', 'debug', 'dir', 'dirxml', 'error',
       'exception', 'group', 'groupCollapsed', 'groupEnd', 'info', 'log',
       'markTimeline', 'profile', 'profileEnd', 'table', 'time', 'timeEnd',
       'timeStamp', 'trace', 'warn'
   var length = methods.length;
   var console = (window.console = window.console || {});
   while (length--) {
       method = methods[length];
       if (!console[method]) {
          console[method] = noop;
               JAVASCRIPT
}());
```

interaction and triggered events

HTML

CSS

JavaScript

CMS

content

SASS

user experience

grid

responsive

web type

JQuery

social media

Useful, usable, and desirable.

LIZ SANDERS [1992]

"CONVERGING PERSPECTIVES: PRODUCT DEVELOPMENT RESEARCH FOR THE 1990S."

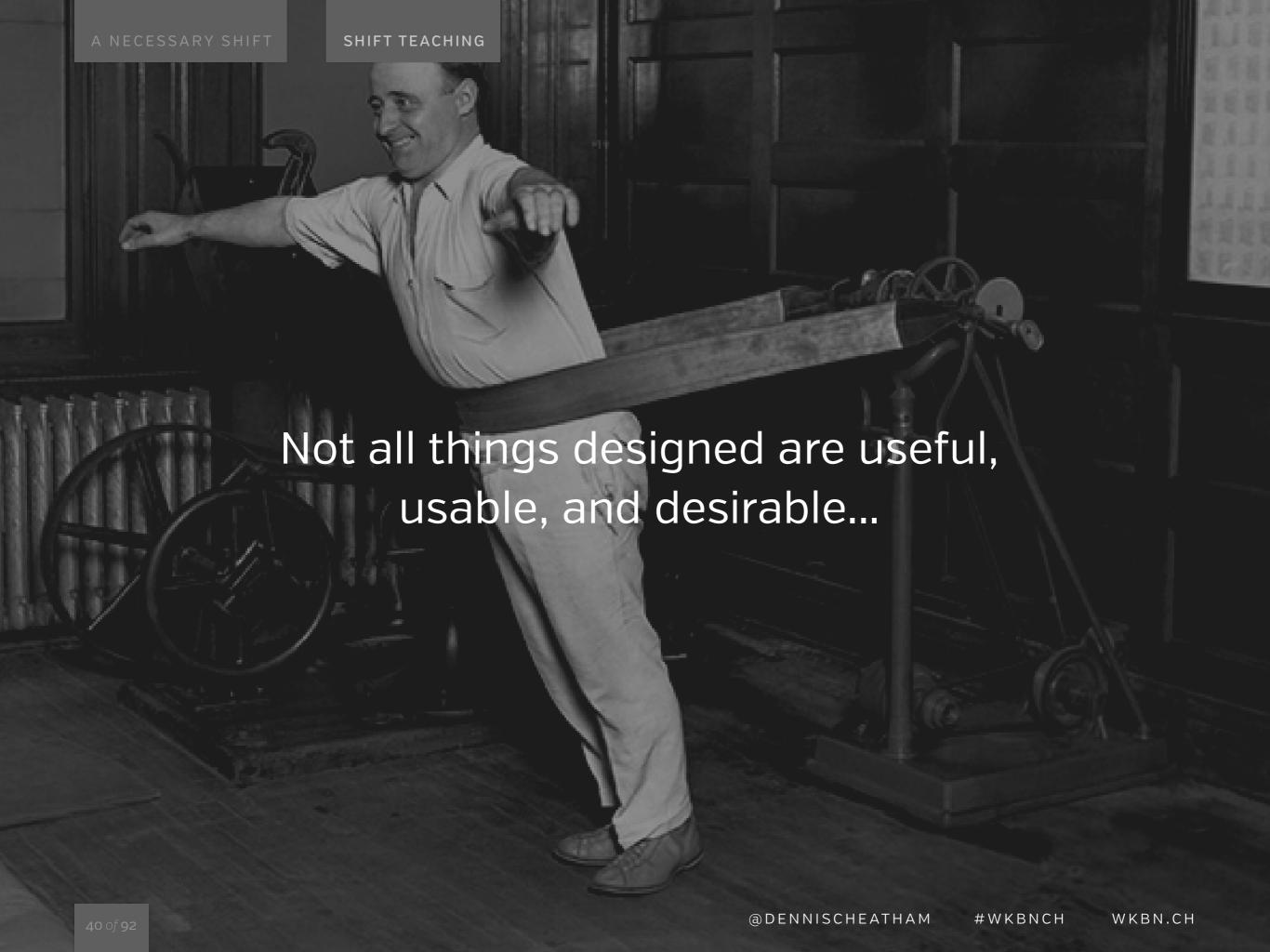
DESIGN MANAGEMENT JOURNAL 3 [1992]: 49-54.

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...but websites should be.





GRAPHIC DESIGN MIAMI

PROGRAM OVERVIEW

- » 1 year in Foundations, 3 years in Graphic Design
- Students apply to gain admittance into the program
- 35-40 students apply each year
- » 19–22 accepted each year
- Roughly 60 students in the entire program













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NE BACK TO







EMBRACING THE SHIFT



FOUNDATIONS FOR INTERACTION DESIGN

- » 19 Students
- » 2nd and 3rd year students at Miami
- » 2nd Semester in Graphic Design
- » No coding experience
- » Next semester, Applied Interaction Design

50 IXD BASICS

3 CREDIT HOURS

SYLLABUS

KINETIC TYPE ART 254 SPRING 2014 3 CREDIT HOURS MWF 2:30-4:20 PM

136 ART BUILDING MIAMI UNIVERSITY GRAPHIC DESIGN

DENNIS CHEATHAM

DENNIS.CHEATHAM@MIAMIOH.EDU WED 1-2 PM, THU 1-3 & BY APPT. 201 HIESTAND HALL

DATE		DUE	IN CLASS	ASSIGI
М	JAN 27	27	COURSE OVERVIEW: Syllabus, attendance, supplies list & contracts	Study
			LECTURE: Interaction basics	
W	JAN 29		WORKSHOP: Espresso and File System Management	Comp
			Parts of an HTML5 Page	
			"Hello World!"	
F	JAN 31	INTERACTION BASICS QUIZ	CRITIQUE: "Hello World!"	Comp
			WORKSHOP: File Transfer Protocol (FTP) and HTML text	
М	FEB 3	"Hello World!"	WORKSHOP: HTML text, styling, line breaks, rules, and semantic markup	HTML
W	FEB 5		WORKSHOP: HTML page sections	Comp
F	FEB 7		CRITIQUE: HTML Love Notes, Page 1	HTML
			WORKSHOP: HTML lists and links	
М	FEB 10		CRITIQUE:	Comp
			HTML Love Notes, all pages	Notes
			WORKSHOP: HTML images and image types	
W	FEB 12	HTML Love Notes	HTML Tournament	
F	FEB 14	HTML Quiz	WORKSHOP: CSS: Introduction	css Ba
			external sheets, cascading, inheritance, color, and opacity	
M	FEB 17		CRITIQUE: CSS Basics Assignment	refine
			WORKSHOP: commenting, div, spans; ID and class attributes	
W	FEB 19		CRITIQUE: CSS Basics Assignment	refine
	5	1 of 92	WORKSHOP: fonts, typography, alignment, and web fonts	

'LLABUS	KINETIC TYPE	MWF 2:
	ART 254	136 ART
	SPRING 2014	MIAMI U
	3 CREDIT HOURS	GRAPHIC

Kinetic Type

COURSE DESCRIPTION

Kinetic Type integrates the use of interaction d create useful, usable, and desirable interactive CSS, SASS, and responsive web design are com visual-verbal formats indicative of the graphic processes necessary for the production of usef ("Useful, usable, and desirable" was coined by Liz Sanders

CREDITS AND PREREQUISITES ART 254 is a 3 credit hour course. Completion c

- COURSE OBJECTIVES » Grow an understanding of HTML and build
 - » Grow an understanding of Cascading Style
 - » Grow an understanding of Syntactically Awe:
 - » Understand the function of responsive web » Introduce interactive web design technolog
 - rary websites » Strengthen an understanding of how digital
 - Illustrator aid the creation of contemporary » Develop an understanding of website desig

rary applications

- » Develop technical skills proficiency and digi
- » Develop awareness of and ability to accoun
- » Strengthen an understanding of how typog
- » Develop an ability to create intuitive user in engaging

COURSE STRUCTURE This class is primarily structured around assign 50-60% of class time will be spent on in-class v and discussion of work completed outside of c between each class on average.

COURSE CONTENT Through a series of exercises and assignments, digital products. With a focus on typography a clarity of communication supported by vector

GRADING AND EVALUATION

Students can earn up to a total of 1000 points for their w ments and guizzes. All students start the semester with z and dedication to growing your design knowledge and s

OUIZ

50	IND BASICS	QUIZ
50	HTML QUIZ	QUIZ
50	CSS QUIZ	QUIZ
50	"HELLO WORLD!"	ASSIGNMENT
100	HTML LOVE NOTES	ASSIGNMENT
100	CSS BASICS	ASSIGNMENT
100	CSS ADVANCED	ASSIGNMENT
200	RESPONSIVE PROJECT	PROJECT
300	FINAL PROJECT	PROJECT

1000 TOTAL POSSIBLE POINTS

PENALTIES (UP TO -5% PER ASSIGNMENT AND PROJECT) As a student who is pursuing an advanced degree in a pr perform in the following areas:

CRAFT: supercomps | presentation | technical proficier PERFORMANCE: attitude | deadlines | engagement | pi PROFESSIONALISM: following instructions | critique | c

Following the points earned for each grading componer total for failing to meet the above expectations. The max is -5% of each grade (except for quizzes).

FAILURE BONUSES (UP TO +10% PER ASSIGNMENT AND As a designer you can not hope to achieve excellence un expectations. Should you attempt work that is above and failure bonus points to reflect the risks taken, especially i additional work.

RECOMMENDED TEXTS

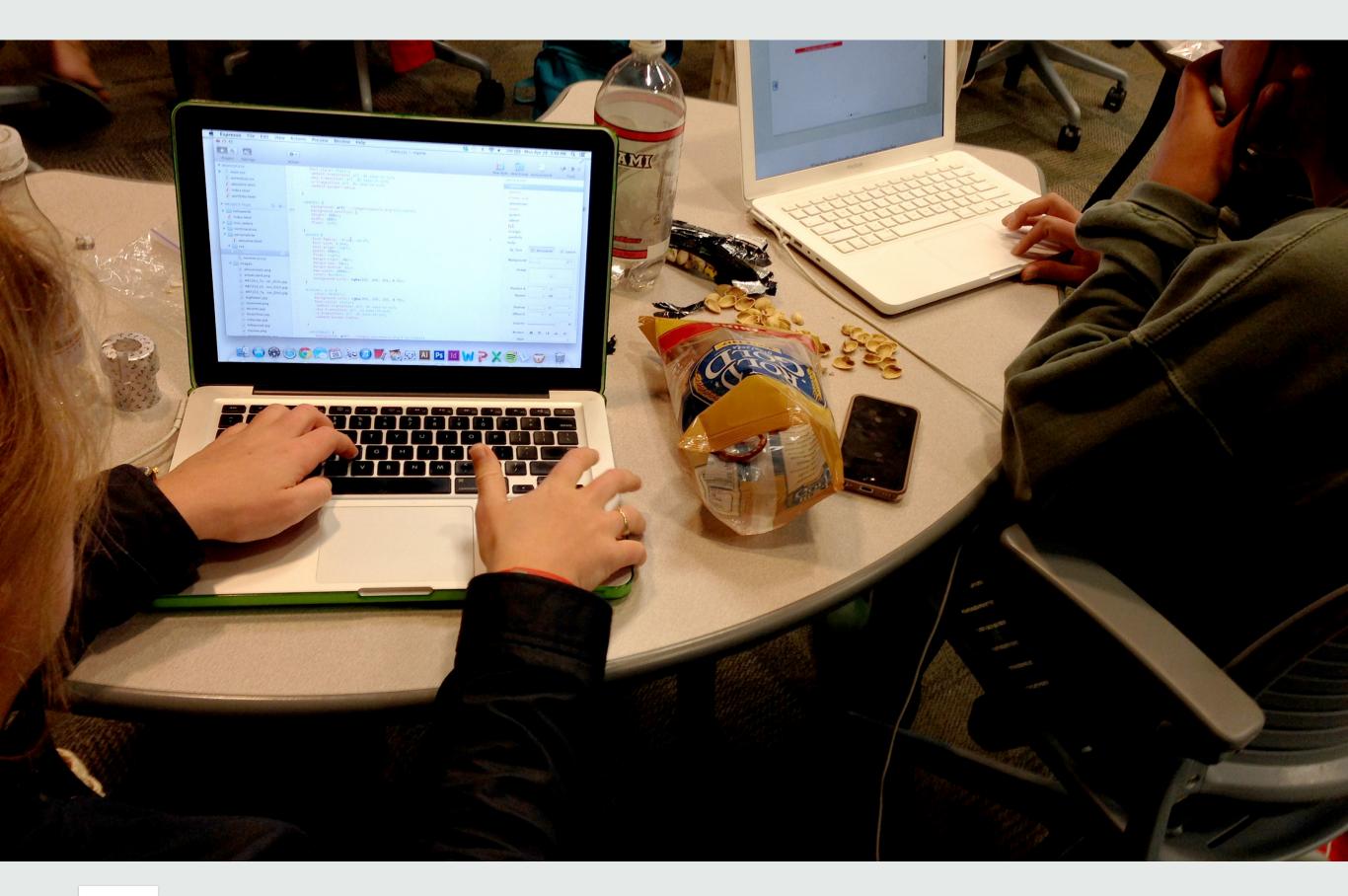
HTML and CSS: Design and Build Websites by Jon Duckett HTML5 for Web Designers by Jeremy Keith CSS3 for Web Designers by Dan Cederholm SASS for Web Designers by Dan Cederholm Responsive Web Design by Ethan Marcotte

REQUIRED SOFTWARE

- » CS6/Adobe Creative Cloud (specifically Photoshop & Illustrator)
- » Espresso (\$75, http://macrabbit.com/espresso) HTML/CSS/JavaScript/PHP Text Editor
- » Access to a variety of web browsers

EMBRACE COMPLEXITY (DOING)

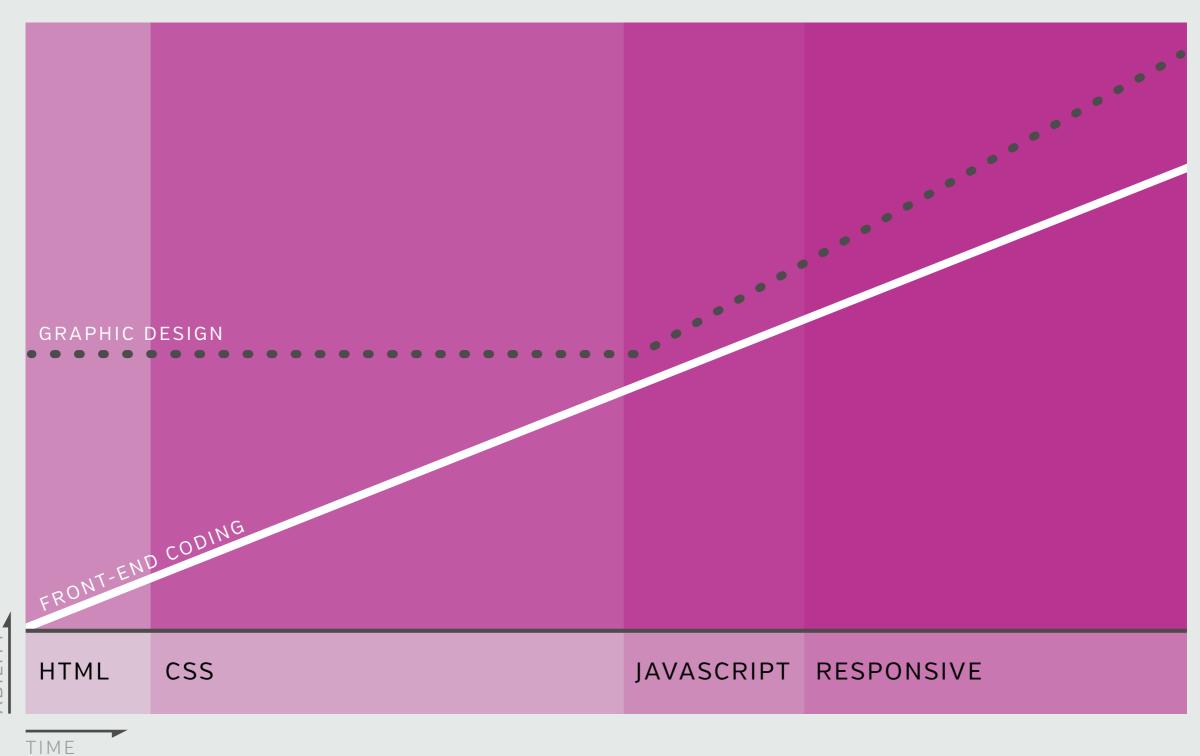
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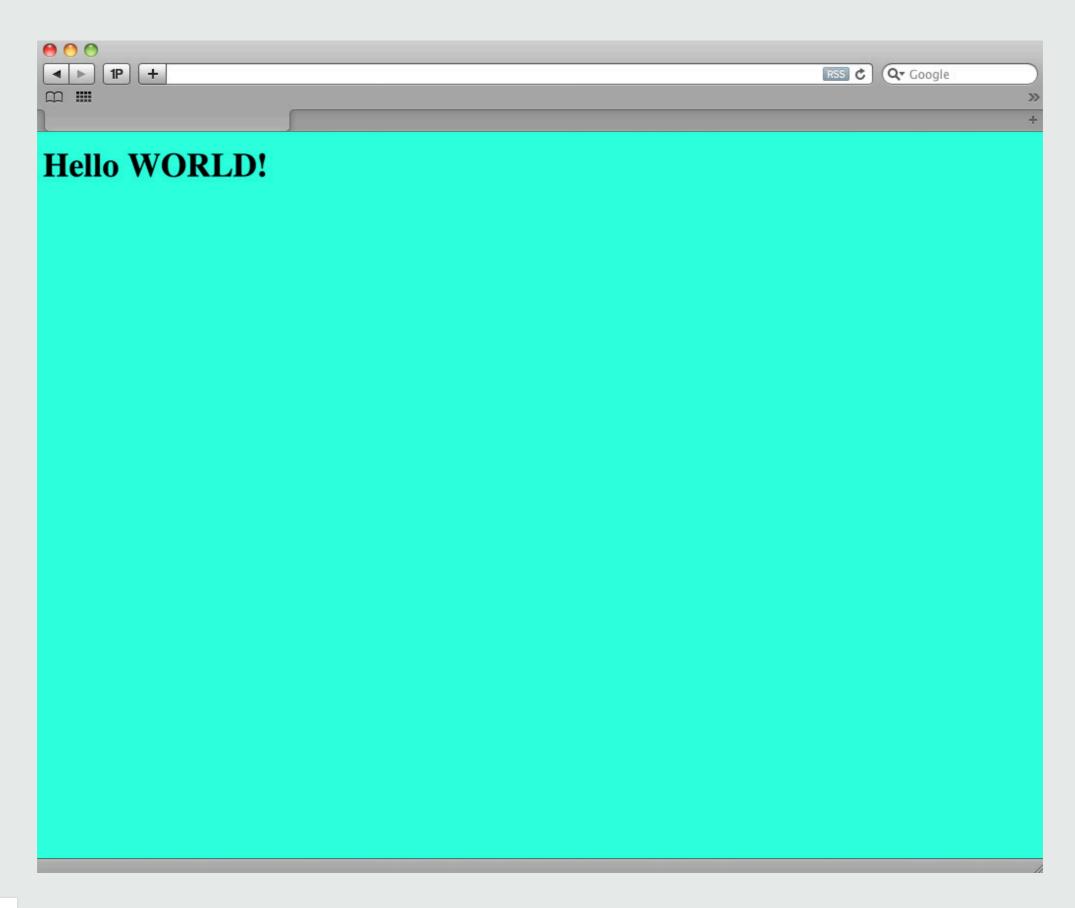
TOOLS OF THE SHIFT

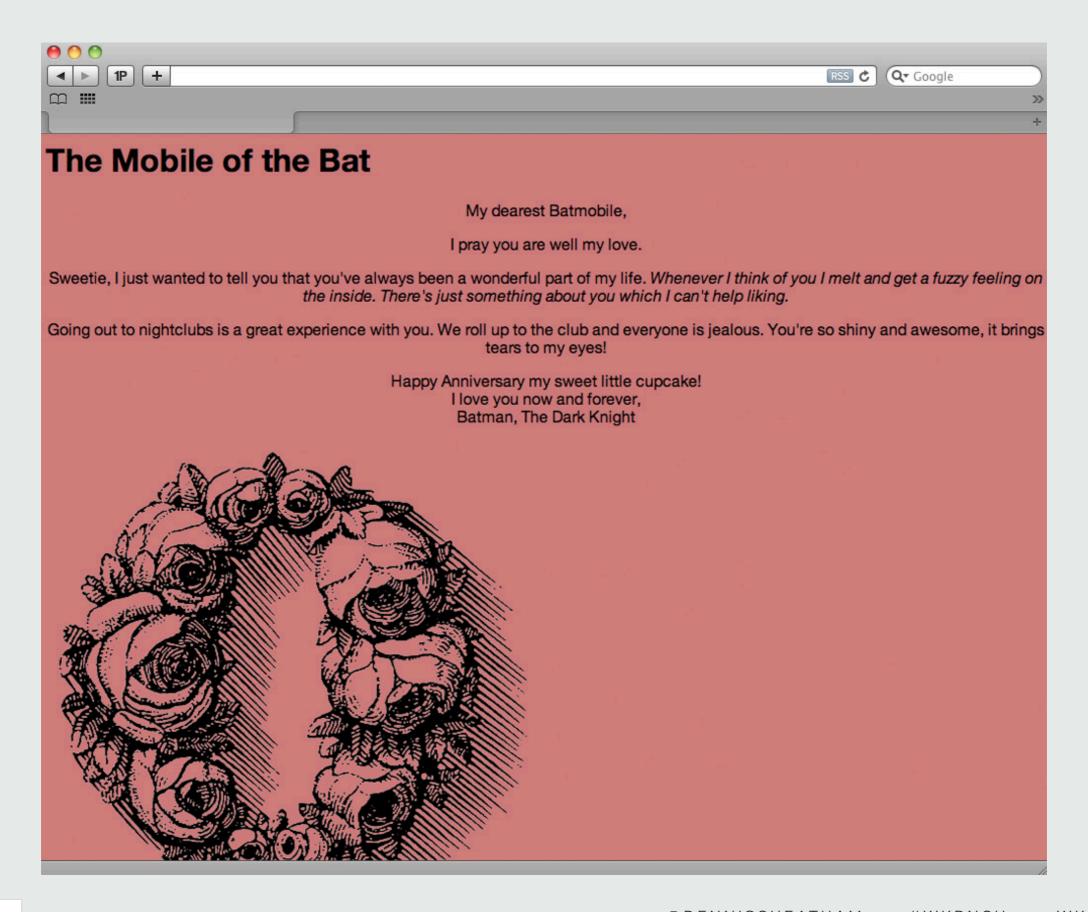
- » Espresso text editor software
- » Server space provided for each student
- » HTML and CSS: Design and Build Websites by Jon Duckett (optional)
- » Resources posted at class website
- » In-class workshop exercises and on-screen critiques

CURRICULAR FOCUS OVER 14 WEEKS

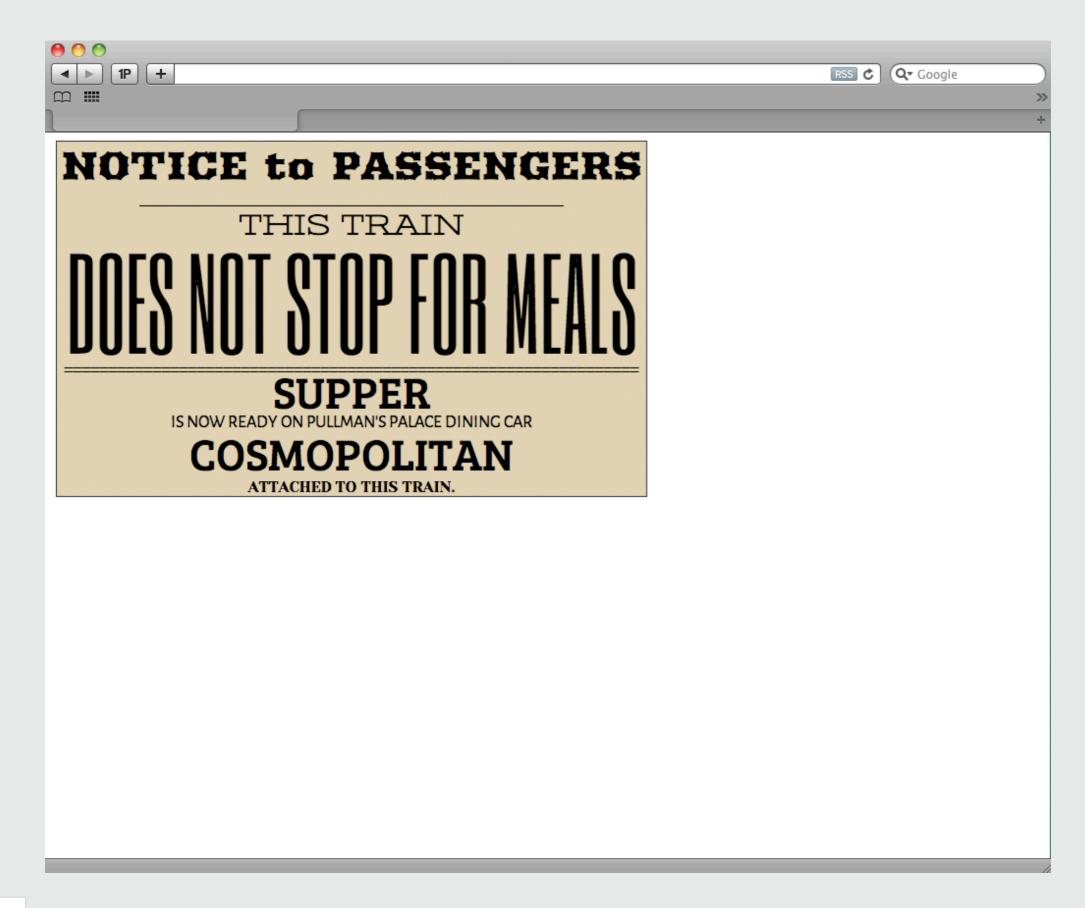


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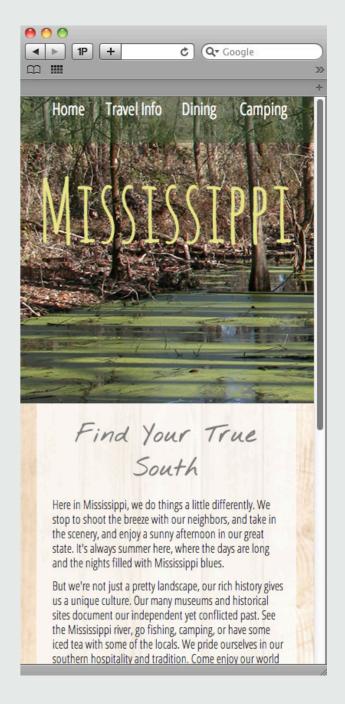


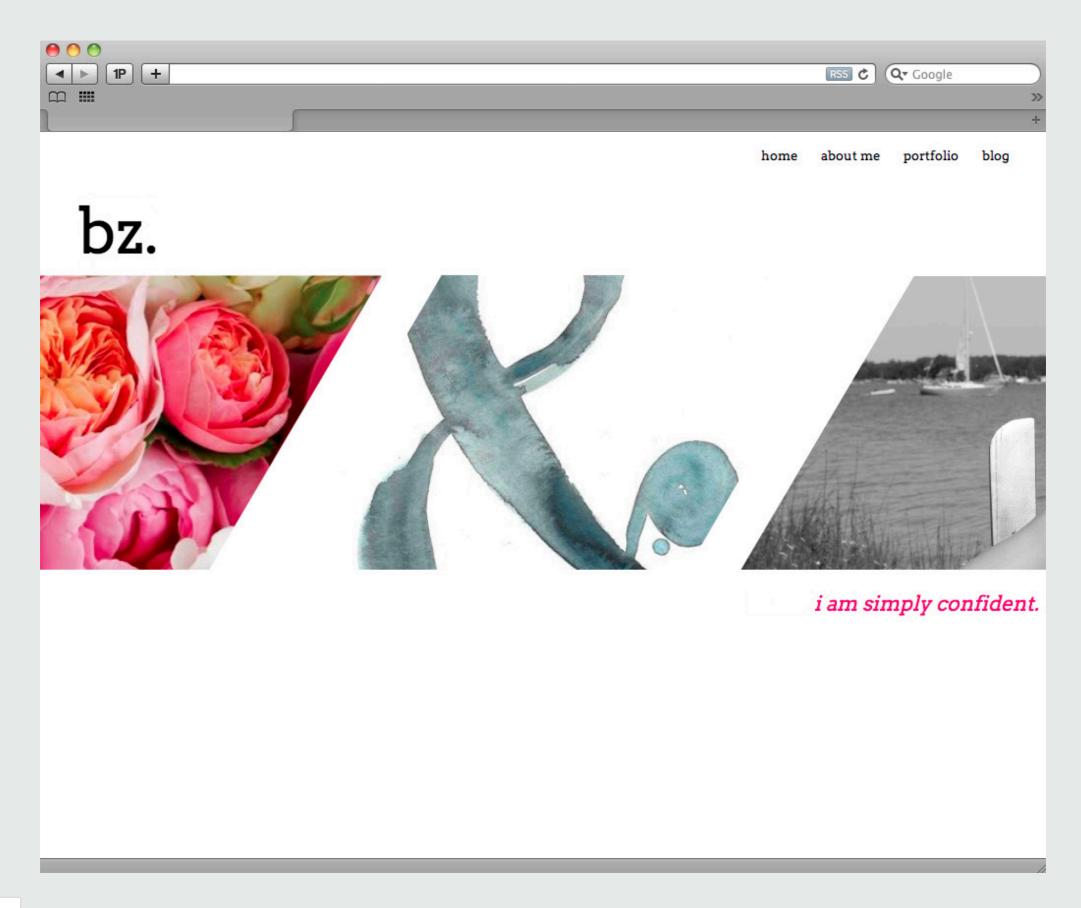
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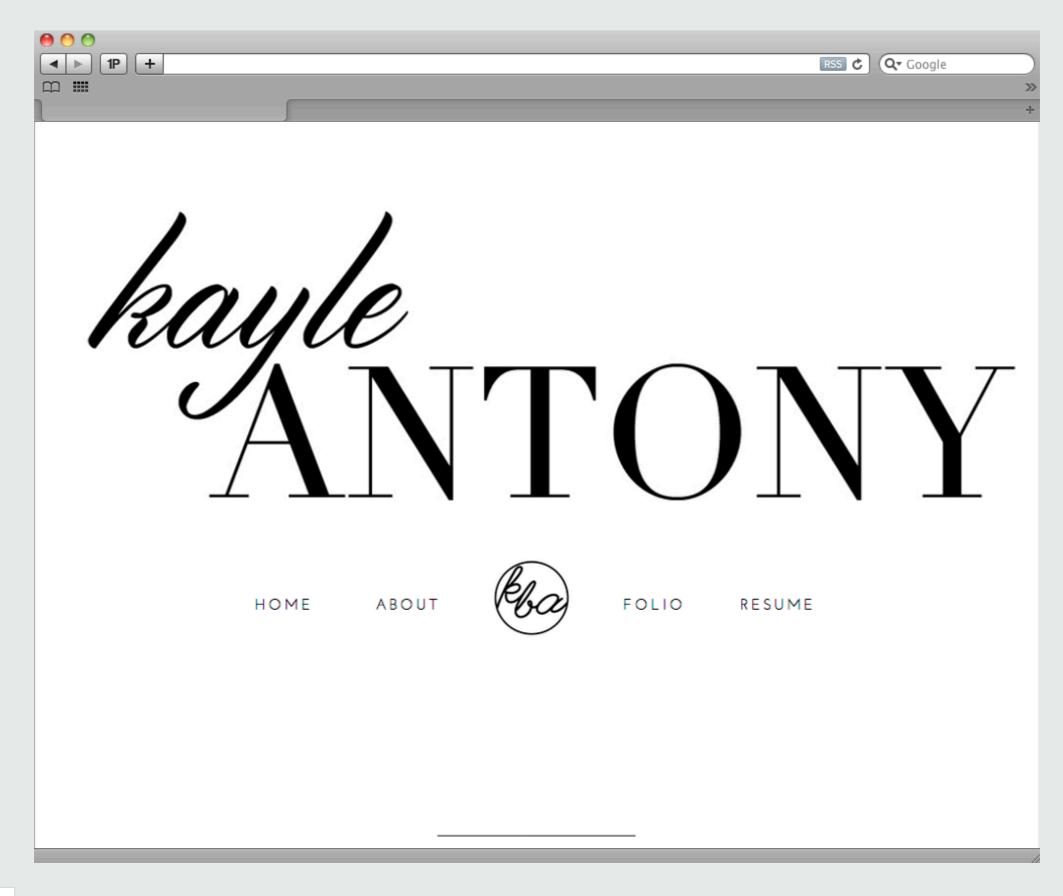


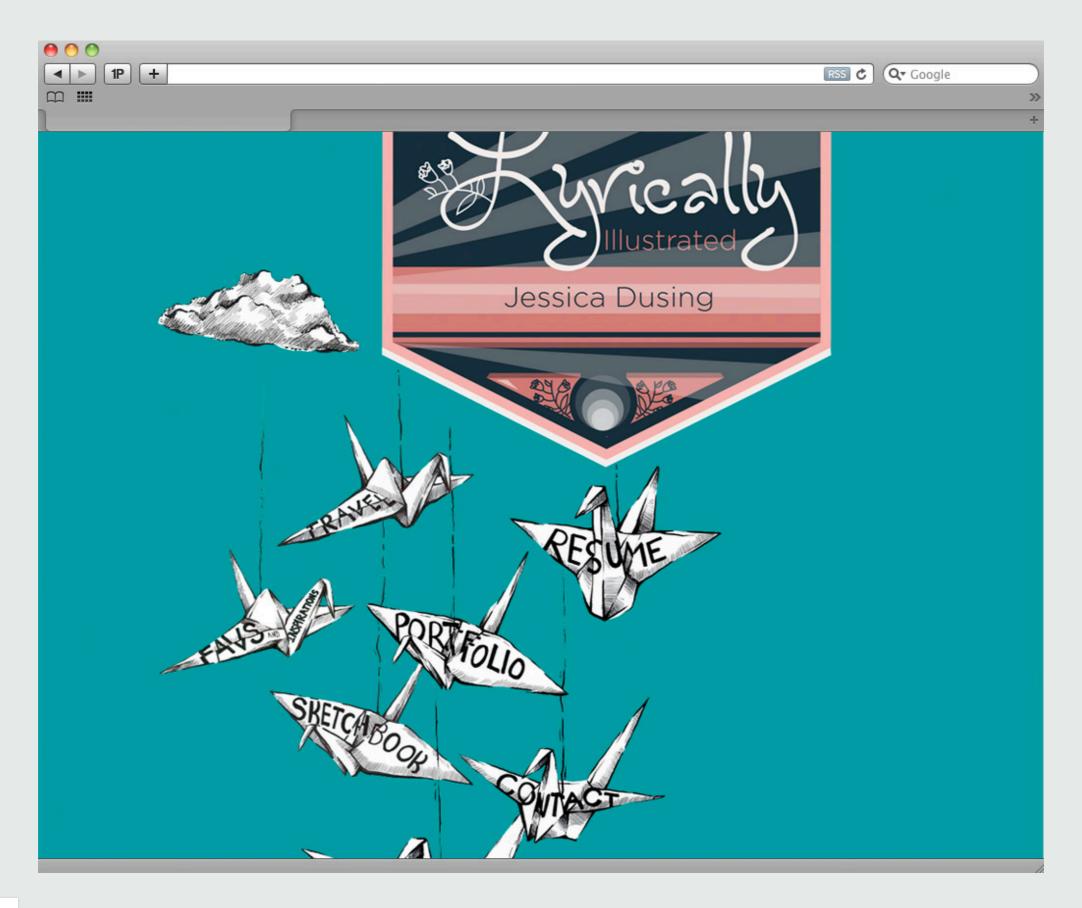
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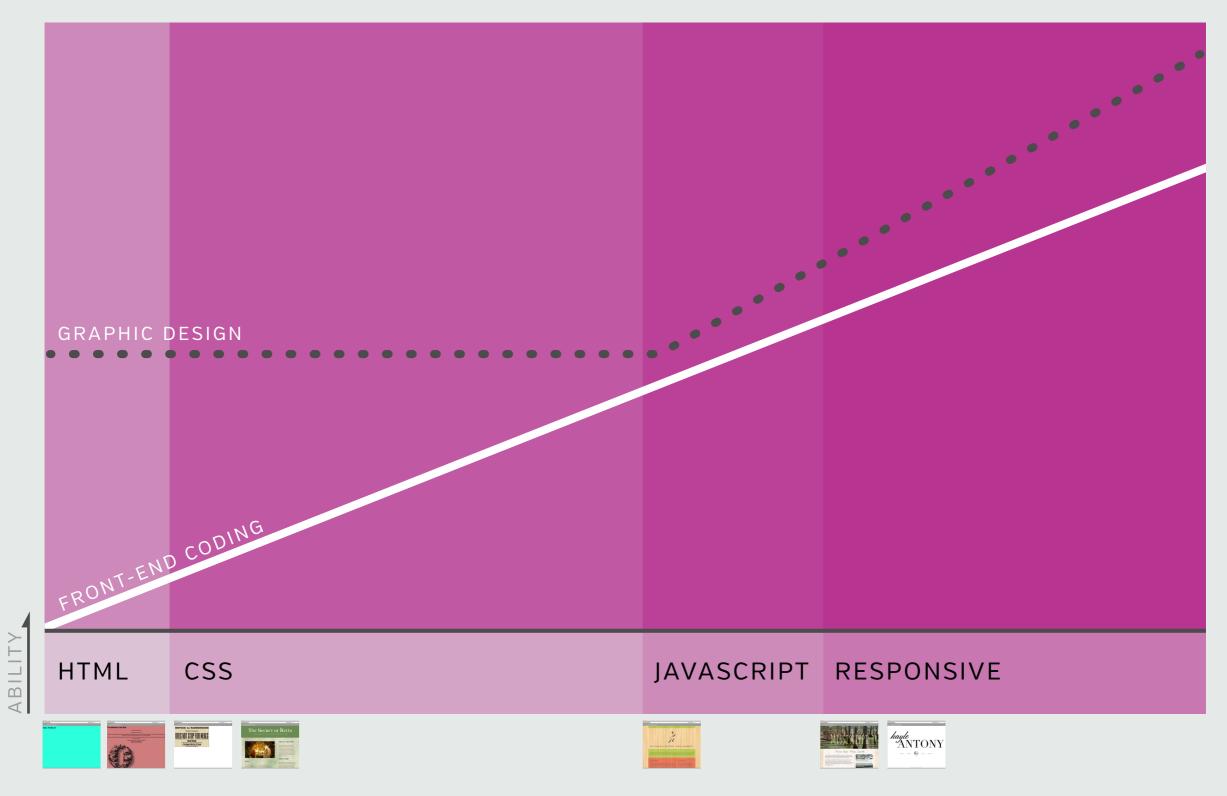








CURRICULAR FOCUS OVER 14 WEEKS



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EMBRACE COMPLEXITY (THINKING)

user experience

empathy

evidencebased design

experimentation

ethics

details

content

non-linear

human-centered

ENCOURAGING ENGAGEMENT

- » Failure Bonuses
- » Code Tournaments
- » Field Observations

PERFORMANCE: attitude | deadlines | engagement | proactivity/curiosity

PROFESSIONALISM: following instructions | critique | class interaction | participation

Following the points earned for each grading component, penalties may be levied against the earned total for failing to meet the above expectations. The maximum number of points a student can be penalized is -5% of each grade (except for quizzes).

FAILURE BONUSES (UP TO +10% PER ASSIGNMENT AND PROJECT)

As a designer you can not hope to achieve excellence unless you try new things and push your work beyond expectations. Should you attempt work that is above and beyond the assignment, you could potentially earn failure bonus points to reflect the risks taken, especially if such risks produce failures, re-starts, revisions, and additional work.

ENDED TEXTS

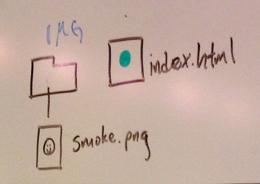
HTML and CSS: Design and Build Websites by Jon Duckett
HTML5 for Web Designers by Jeremy Keith
CSS3 for Web Designers by Dan Cederholm
SASS for Web Designers by Dan Cederholm
Responsive Web Design by Ethan Marcotte

D SOFTWARE

- » CS6/Adobe Creative Cloud (specifically Photoshop & Illustrator)
- » Espresso (\$75, http://macrabbit.com/espresso)
 HTML/CSS/JavaScript/PHP Text Editor



.box [



body ["mg/snoke.proj" topych" copeat = box" > CHAMPIONS (12in)

Width: 500px height: souph

· "60x" is 500 px x 500px V border-right let #accecc; border on left is lex #cccccc

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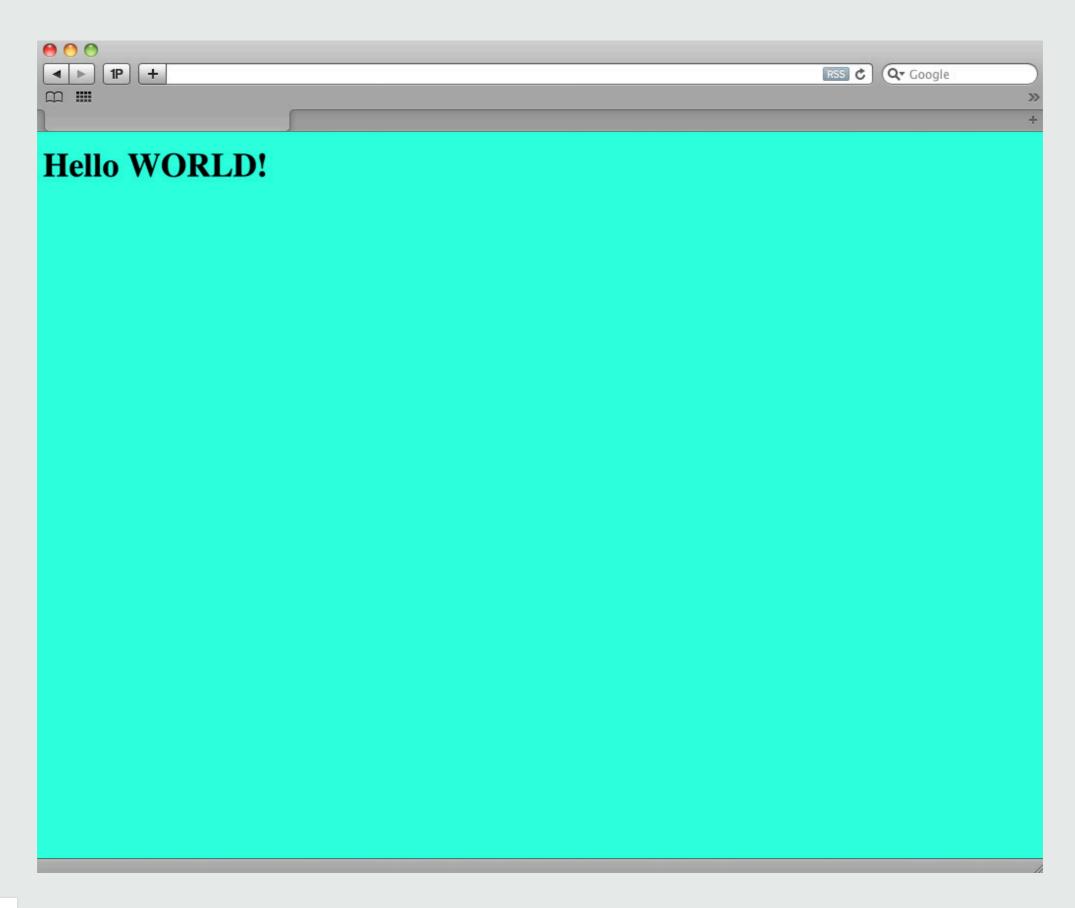


EMBRACE THE SHIFT (DOING & THINKING)

OUTCOMES

STUDENT GROWTH

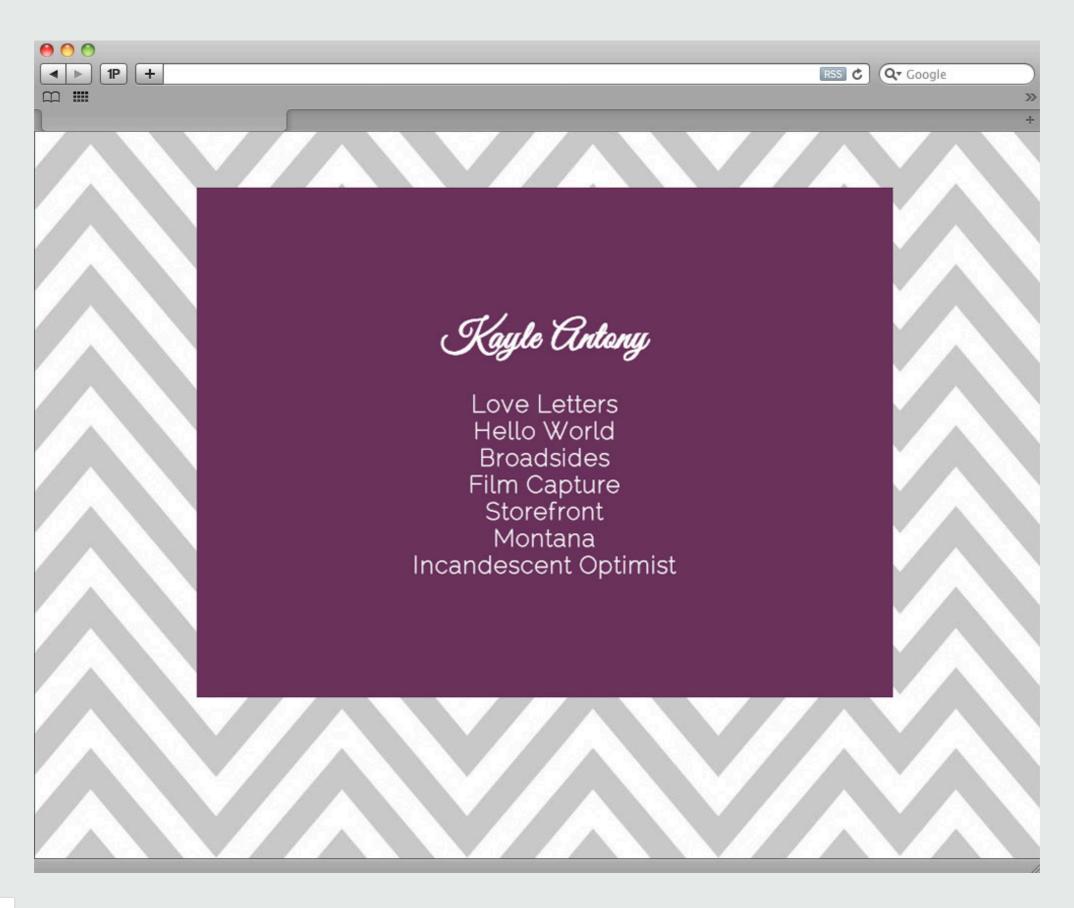
- » critical thinking & attention to detail
- » empathy with the unseen user
- » systems thinking
- » collaborative working
- » excitement about interaction design

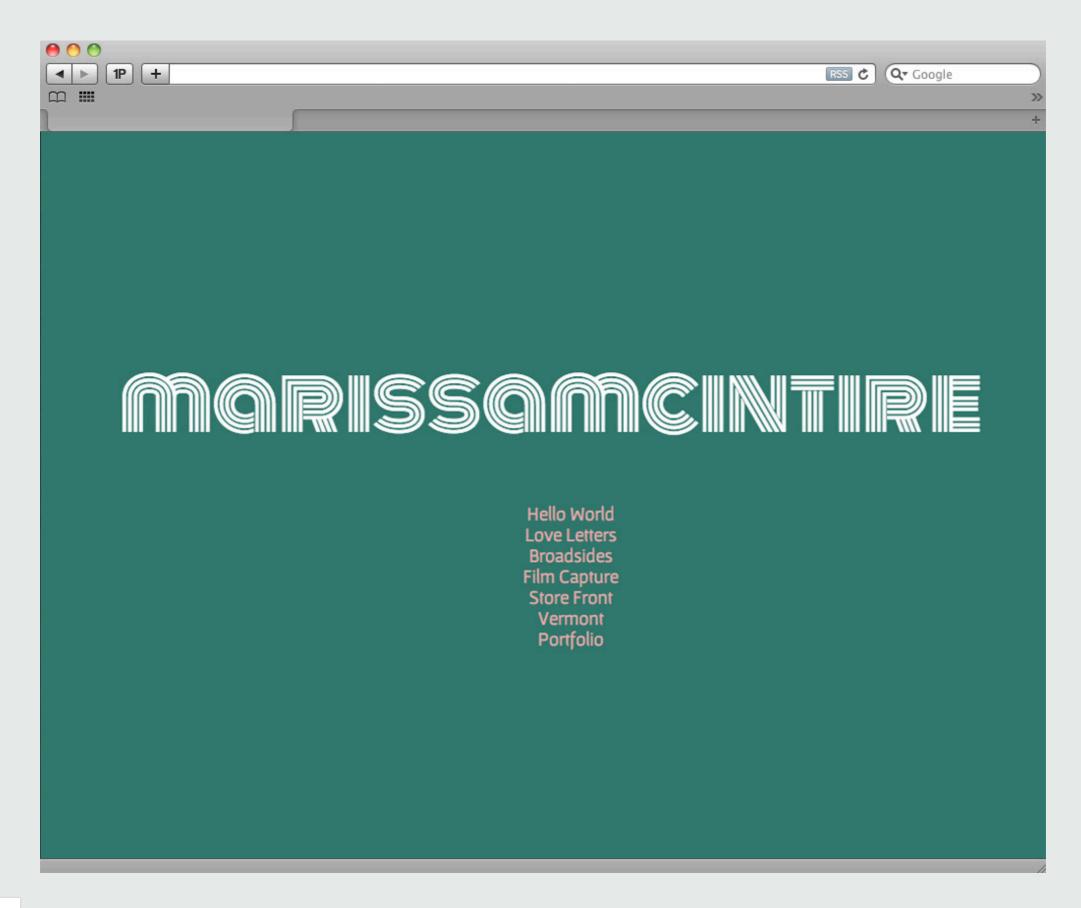


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"I can't remember a time before this."

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STUDENT PERFORMANCE

- » Clear understanding of HTML and CSS
- » Very limited knowledge of JavaScript
- » Comfortable taking others' code and dissecting it
- » Four students experimented beyond project requirements (and received bonuses)

STUDENT REACTIONS

- Typically know where to look to diagnose a problem
- » Increased grit and patience when solving problems
- » Proud of their accomplishments
- » Cheering (really!)

"Oh no-she'll be all the way back at 'Hello World!"

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"This is very unforgiving."

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"...but what's it going to do when you go responsive?"

A FOUNDATION FOR MOMENTUM

LOOKING FORWARD

REVISIONS

- » clearly delineate hierarchy of HTML elements
- introduce browser developer tools early on
- » reduce fear of math involved in responsive web design development
- » allow more time for copy and paste JavaScript practice
- » develop a "canon" of articles and resources

CURIOSITIES

- » the effects of systems thinking
- » reduced fear of further coding development?
- » improved self-confidence?
- » usability as a dominant factor in other work?
- » likelihood of going into an interaction design career



WEBSITES

Rigorous, functional, engaging interactive information delivery systems.

This is What a Designer Does

THANK YOU

Dennis Cheatham

ASSISTANT PROFESSOR OF GRAPHIC DESIGN
MIAMI UNIVERSITY | OXFORD, OHIO, UNITED STATES

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