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## COURSE OVERVIEW

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This course critically explores notable histories, geographies, and practices of designing digital interfaces, communication, and information systems. Students gain an introduction to design paradigms, internet architecture, and the politics of designing digital media that operate at intimate, local, and global scales. Design theory and practice are bridged through in-class workshops, journal-keeping, an interactive design timeline, attending a public event, and developing a web-based design proposal. Course readings, discussions, and activities are organized around a cumulative final project.

### LEARNING GOALS:

- Students will demonstrate critical understanding of digital design theory and practice through critical writing, group discussion, and design work;
- Students will understand basic web design standards and principles as well as internet architecture;
- Students will develop an understanding of the logic and potential application of design prototyping.

## ASSIGNMENTS & EVALUATION

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**PARTICIPATION ■ 15% of Final Grade ■** An assessment of each student’s participation in the course will be made based upon their contributions to in-class discussions and design workshops. Participation grades are not based on mastery of course content but rather meaningful and consistent engagement in class discussions and group work.

**DIGITAL JOURNAL ■ 20% of Final Grade ■** Students keep a journal of the course with an entry for each class that is due the night before the following class. Students are expected to attend one public “digital design event” and write a short summary of that event. Further details can be found on the course site.

**DESIGN TIMELINE ■ 15% of Final Grade ■** Students create a timeline of a specific digital interface’s or agent’s design history. Timelines should trace and evaluate interface/agent design over a defined period of time with particular attention to changes in aesthetics, affordances, and access. Details on choosing an interface/agent and structuring the timeline will be provided online and in class.

**MIDTERM ESSAY ■ 20% of Final Grade ■** Students compose a 600-800 word statement that outlines their own digital design philosophy in relation to the assigned readings, discussions, and lectures of half of the semester. Further details can be found to the course site.

**PROTOTYPE & PROPOSAL ■ 30% of Final Grade ■** Each student will design a prototype of a digital object or interaction that addresses a local matter of concern. Prototypes will be accompanied by a short proposal that articulates a clear design philosophy and purpose, and utilizes at least two design-research methods for ongoing development. The prototype and accompanying proposal will be archived (and submitted) as a wordpress site. Further details will be provided online and in class.

A	100-96	4	Outstanding		C	75-70	2	Satisfactory
A-	95-90	3.7	Excellent		C-	69-67	1.7	Less than Satisfactory
B+	89-87	3.3	Very Good		D+	66-63	1.3	Poor but Passing
B	86-84	3	Good		D	62-60	1	Minimum for Credit
B-	83-80	2.7	Above Average		F	59-0	0	Failure
C+	79-76	2.3	Average					

## COURSE SCHEDULE

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(THIS SCHEDULE MAY CHANGE, ALWAYS CONSULT COURSE SITE FOR MOST RECENT VERSION)

### WEEK 01 :: COURSE SETUP SEP 05

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- ❖ Setup digital journals and activate NMDD network accounts

### WEEK 02 :: THINKING CRITICALLY ABOUT DESIGN SEP 12

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- ★ Miller, Meg. 2017. "[Want to Fight Inequality? Forget Design Thinking.](#)" Co.Design.
- ★ Latour, Bruno. 2008. "A cautious Prometheus? A Few Steps Toward a Philosophy of Design." Design History Society.
- ❖ [Creative Reaction Lab](#)

### WEEK03 :: SITUATING DESIGN PRACTICE & PURPOSE SEP 19

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- ★ Bannon, Liam J. and Pelle Ehn. 2012. "Design Matters in Participatory Design." In J. Simonsen, & T. Robertson (Eds.), [Routledge International Handbook of Participatory Design](#): 37-58.
- ★ Groeger, Lena. 2016. [Discrimination by Design: The Many Ways Design Decisions Treat People Unequally](#). ProPublica.
- ❖ WORDPRESS & TIMELINE JS WORKSHOP

### WEEK04 :: DESIGNING TECHNO-SOCIAL INTERFACES SEP 26

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- ★ Johnson, Steven A. 1997. "Bitmapping: An Introduction." In [Interface Culture: How New Technology Transforms the Way We Create and Communicate](#). HarperOne. 11-25.
- ★ Kennedy, Helen. 2012. Framework for Thinking About Web Design." In [Net Work: Ethics and Values in Web Design](#): 23-51.
- ❖ Gould, John D. and Clayton Lewis. 1985. "Designing for Usability: Key Principles and What Designers Think." [Communications of the ACM](#) 28(3).
- ❖ [The Collaborative UX Glossary](#)
- ⦿ DIGITAL JOURNALS CHECK-IN (BY MIDNIGHT)

### WEEK05 :: DESIGNING INFORMATION ECOLOGIES OCT 03

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- ★ Shadbolt, Nigel, Wendy Hall, and Tim Berners-Lee. 2006. "The Semantic Web Revisited." [EEE Computer Society](#).
- ★ Rida, Rima. 2014. "[Why UX Designers Need to Think Like Architects.](#)" UX Magazine.
- ★ Garfinkel, Simson. 2017. "[Hackers are the Real Obstacle for Self-Driving Vehicles.](#)" MIT Technology Review.
- ❖ Van Schewick, Barbara. 2010. "Internet Design Principles." In [Internet Architecture and Innovation](#). Cambridge, MA: The MIT Press. 37-81.
- ⦿ DESIGN TIMELINES DUE (GOOGLE SHEETS ONLY - BY MIDNIGHT)

### WEEK06 :: COLLABORATIVE RESEARCH & DESIGN OCT 10

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- ★ Greenbaum, Joan and Morten Kyng. 1992. "Situated Design" in [Design at Work: Cooperative Design of Computer Systems](#): 1-21.
- ★ Kjærsgaard, Mette G. 2013. "(Trans)forming Knowledge and Design Concepts in the Design Workshop" in [Design Anthropology: Theory and Practice](#): 51-65.
- ❖ TIMELINEJS WORKSHOP (FINALIZE TIMELINES)

WEEK07 // MIDTERM DISCUSSION OCT 17

- ❖ PROPOSAL DEVELOPMENT
- ⦿ MIDTERM ESSAYS DUE (BY CLASS TIME)

WEEK 08 :: DIFFERENCE & INCLUSION WORKSHOP OCT 24

- ★ McPherson, Tara. 2014. "Designing for Difference." *differences* 24(1): 177-178.
- ❖ Martin, Bella and Bruce Hanington. 2012. "[Universal Methods of Design](#)." Rockport Publishers. (selected chapters)
- ⦿ DIGITAL JOURNALS CHECK-IN (BY CLASS TIME)

WEEK 09 :: DESIGN VALUES & GAMING OCT 31

- ★ Belman, Jonathan and Mary Flanagan. 2009. "Designing Games to Foster Empathy." *Cognitive Technology* 14(2): 5-15.
- ★ Thomas, Kellsey. 2016. "[In Pursuit of a Safe Walk to School, Oslo Gamifies Street Design](#)." Next City.
- ❖ TILT FACTOR GAME LAB

WEEK 10 :: PROTOTYPING WORKSHOP NOV 07

- ★ Banerjee, Arijit. 2014. "[What a Prototype Is \(and Is Not\)](#)." UX Magazine.
- ❖ PROTOTYPE DEVELOPMENT

WEEK 11 :: DIGITAL AFFORDANCES & WAY FINDING NOV 14

- ★ Hostetter, Alaena. 2016. "[Local Artists Are Turning to Virtual Reality Technology to Take Their Work to the Next Level](#)." Dallas Observer.
- ❖ "[Affordances](#)" from Universal Principles of Design
- ❖ "[Talk to Me: Design and the Communication Between People and Objects](#)." MOMA Exhibit, 2011.
- ⦿ PROPOSAL ABSTRACT (BY MIDNIGHT)

WEEK 12 :: ACCESSIBILITY WORKSHOP NOV 21

- ★ Kuang, Cliff. 2016. "[Microsoft's Radical Bet on a New Kind of Design Thinking](#)." Co.Design.
- ❖ [W3C Accessibility Guide](#)

WEEK 13 :: DESIGN WORKSHOP NOV 28

- ❖ PROPOSAL DEVELOPMENT
- ⦿ PROPOSAL OUTLINE (BY MIDNIGHT)

WEEK 14 :: FINAL PRESENTATIONS DEC 05

- ⦿ IN-CLASS PRESENTATIONS OF PROTOTYPES (for peer-feedback)

FINAL EXAM // DEC TBD @ TBD

- ⦿ FINAL VERSION OF DIGITAL JOURNALS (BY EXAM TIME)
- ⦿ ARCHIVED VERSION OF PROTOTYPES AND PROPOSALS (BY EXAM TIME)