

# IML 543/Fall 2015

Everything in the [original syllabus](#) except the schedule and readings is in effect. Revisions to the schedule and readings will be available on this website. I will email you about any amendments to the schedule via Blackboard. Assignments will be emailed and posted in Blackboard. In the past, students have expected (possibly due to my frequent emails) that I will email them to confirm that an assignment is due even if it is in the schedule already. I only email amendments, so unless otherwise notified, the schedule is in effect. I also email you things that I don't want to forget... Unfortunately, I can't email you reminders about everything ☐

## **Class Schedule (last updated 8/28/2015)**

**8/27**

- Course objectives review; concepts of experience design; experiential design; participatory design through case studies
- GROUP ACTIVITY: *The Brain Architecture Game* tabletop game

**9/3**

**WRITTEN ASSIGNMENT DUE: 1-2 page reflection piece on BA game playing experience**

- Overview of research methods and tools (libraries, ILIAD, Google Scholar, Mendeley); get everyone on Slack.com; Begin in-class research on Challenge I (Loving)
- Build student skills table w/Qualtrics
- GUEST@ 3:30pm: Andy Sacher – The Lavender Effect

## **9/10**

- Review/refine/iterate prototype for Challenge I (Loving) in class
- FILM SCREENING + Director Q&A @ 3-4:50pm, You See Me by Linda Brown

## **9/17**

- Playtest prototype for Challenge I (Loving) in class; summarize playtest; decide next steps

## **9/24**

- Begin in-class research on Challenge II (Dying)
- FILM SCREENING

## **10/1**

- Review/refine/iterate prototype for Challenge II (Dying) in class
- GUESTS @1:30pm-2:30pm: USC Norris Cancer Center, Adolescent and Young Adult Oncology; playtest of their game "Interference" in class

## **10/8**

### **READING DIARIES DUE**

- Begin in-class research on Challenge III (Living)
- GUEST: Rhonda Smith – Breast Cancer Partner/Susan Komen

## **10/15**

- Review/refine/iterate prototype for Challenge II (Dying) in class
- FILM SCREENING

## **10/22**

- Review/refine/iterate prototype for Challenge II (Dying) in class
- Review/refine/iterate prototype for Challenge III (Living) in class

## **10/29**

- Review/refine/iterate prototype for Challenge II (Dying) in class
- Review/refine/iterate prototype for Challenge III (Living) in class

## **11/5**

- Playtest prototype for Challenge II (Dying) in class; summarize playtest; decide next steps

## **11/12**

- Review/refine/iterate prototype for Challenge III (Living) in class

## **11/19**

- Review/refine/iterate prototype for Challenge III (Living) in class
- (I will be out of the country, but you will have be scheduled to playtest your project and get feedback with participants from mHealth collaboratory)

## **11/26 – THANKSGIVING BREAK – NO CLASSES**

## **12/3**

**READING DIARIES DUE; DRAFT REPORTS DUE**

- Summary demos + presentations of all projects