



**SOUTH DAKOTA BOARD OF REGENTS  
ACADEMIC AFFAIRS FORMS**

**New Course Request**

<b>SDSU</b>	<b>Art &amp; Sciences / School of Design</b>
<b>Institution</b>	<b>Division/Department</b>
Dennis D. Hedge	3/28/2018
<b>Institutional Approval Signature</b>	<b>Date</b>

**Section 1. Course Title and Description**

Prefix & No.	Course Title	Credits
GDES 417	UX & UI Design	3

**Course Description**

A capstone design studio course that explores the user interface design process and the industry-standard methods for how to approach the design of a user interface responding to users' needs in digital and physical experience, a culminating experience in graphic design blending traditional and digital design methodologies. This course also examines different usability heuristics methods and its effectiveness by analyzing qualitative and quantitative information.

**Pre-requisites or Co-requisites**

Prefix & No.	Course Title	Pre-Req/Co-Req?
None		

**Registration Restrictions**

None

**Section 2. Review of Course**

**2.1. Was the course first offered as an experimental course?**

- Yes (if yes, provide the course information below)       No

**2.2. Will this be a unique or common course?**

**Unique Course**

Prefix & No.	Course Title	Credits
CSC 468/568	Graphical User Interface Programing	3
MCOM 385	Principles of Usability Testing	3

*Provide explanation of differences between proposed course and existing system catalog courses below:*

CSC 468/568 Graphical User Interface Programing focuses on the theory and practice of programming graphical user interfaces. Topics will include GUI design and the fundamentals of GUI programming for desktop, Web, and mobile device applications.

MCOM 385 Principles of Usability Testing introduces methods of gathering user requirements, designing usability tests for web sites, documents and other products of interest.

GDES 417 UX and UI design (User Experience and User Interface) will focus on the process of enhancing user satisfaction in the most effective, efficient and satisfying manner by improving the accessibility and providing pleasure in the interaction with the products (both digital and

physical) and environments. This course will explore information architecture and usability heuristics to solve the end-user's problems in order to provide the ability to communicate the design to stakeholders and developers.

- Common Course**     *Indicate universities that are proposing this common course:*  
 BHSU     DSU     NSU     SDSMT     SDSU     USD

### **Section 3. Other Course Information**

#### **3.1. Are there instructional staffing impacts?**

- No.** Replacement of GDES 404 Capstone, 3 cr.  
(course prefix, course number, name of course, credits)  
Effective date of deletion: 8/15/2020
- No.** Schedule Management, explain below: Existing faculty will teach the course in load.

#### **3.2. Existing program(s) in which course will be offered:** Graphic Design (B.F.A.)

#### **3.3. Proposed instructional method by university:** A - Studio

#### **3.4. Proposed delivery method by university:** 001 - Face to Face Term Based Instruction

#### **3.5. Term change will be effective:** Fall 2018

#### **3.6. Can students repeat the course for additional credit?**

- Yes, total credit limit: \_\_\_\_\_      No

#### **3.7. Will grade for this course be limited to S/U (pass/fail)?**

- Yes      No

#### **3.8. Will section enrollment be capped?**

- Yes, max per section: \_\_\_\_\_      No

#### **3.9. Will this course equate (i.e., be considered the same course for degree completion) with any other unique or common courses in the common course system database in Colleague and the [Course Inventory Report](#)?**

- Yes      No

#### **3.10. Is this prefix approved for your university?**

- Yes      No

### **Section 4. Department and Course Codes (Completed by University Academic Affairs)**

#### **4.1. University Department Code:** SDSGN

#### **4.2. Proposed [CIP Code](#):** 50.0409

*Is this a new CIP code for the university?*     Yes     No

### **NEW COURSE REQUEST Supporting Justification for On-Campus Review**

<u>Young Ae Kim</u>	<u>Young Ae Kim</u>	<u>2/22/2018</u>
<b>Request Originator</b>	<b>Signature</b>	<b>Date</b>
<u>Angela McKillip</u>	<u>Angela McKillip</u>	<u>2/22/2018</u>
<b>Department Chair</b>	<b>Signature</b>	<b>Date</b>
<u>Jason McEntee</u>	<u>Jason McEntee</u>	<u>2/22/2018</u>
<b>School/College Dean</b>	<b>Signature</b>	<b>Date</b>

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1. Provide specific reasons for the proposal of this course and explain how the changes enhance the curriculum.  
GDES 417 UX and UI Design (User Experience and User Interface) constructs artifacts in digital and physical platforms that allow the users to meet their needs in the most effective, efficient and satisfying manner. This is the trendiest graphic design practice and there is no institution in South Dakota offering this course, which is highly desirable for employers and sets SDSU students apart from other potential employees.
  2. Note whether this course is:       Required    Elective
  3. In addition to the major/program in which this course is offered, what other majors/programs will be affected by this course?  
None
  4. If this will be a dual listed course, indicate how the distinction between the two levels will be made.  
N/A
  5. Desired section size                      20
  6. Provide qualifications of faculty who will teach this course. List name(s), rank(s), and degree(s).  
Young Ae Kim, Associate Professor, M.F.A, M.A.
  7. Note whether adequate facilities are available and list any special equipment needed for the course.  
Resources are adequate.
  8. Note whether adequate library and media support are available for the course.  
Resources are adequate.
  9. Will the new course duplicate courses currently being offered on this campus?  
 Yes       No  
If yes, provide justification.
  10. If this course may be offered for variable credit, explain how the amount of credit at each offering is to be determined.  
N/A