

# INFO DESIGN 2

## ARTG 4552

Instructor Dave Landry

Fall 2016 Semester

Tuesdays 6:00–9:30

## COURSE OVERVIEW

Building upon previously learned design fundamentals and information design concepts, this course aims to translate these skills into the interactive digital world through the use of ever-evolving web technologies.

## SCHEDULE

Each of the classes in the first half of the semester are focused around specific aspects of creating engaging interactive web visualizations. Once we've built that foundation, each student will embark on creating a unique interactive data visualization.

09.13 – Intro to the Web Stack and Github

09.20 – HTML and SVG Basics

09.27 – Javascript and D3

10.04 – Data Collection and APIs

10.11 – Visualization Principles

10.18 – User Interaction

10.25 – Narrative in Visualization

11.01 – Visualization Platforms

11.08 – Guided Work in Class

11.15 – Guided Work in Class

11.22 – Guided Work in Class

11.29 – Guided Work in Class

12.06 – Final Critiques and Wrap-Up

## TECHNOLOGY

This course is structured around creating interactive visualizations in Javascript. Students are expected to bring their own personal laptop to each class, which will be used as their programming environment (which we will set up together in class).

## FINAL PROJECT

The skills acquired in the first half of the semester are building blocks towards creating a web visualization platform. Students may use any dataset that contains at least 500 entries, and you must visualize it using at least 2 distinct techniques. Projects will be graded on not only the implementation of each visualization, but on the cross-interactivity between visualizations and the overall narrative of the site.

## GRADING AND ATTENDANCE

30% – Homework Assignments

70% – Final Project

Only one unexcused absence is allowed for this course.