

TNGD47 Examination and grading details

Disclaimer:

Expect some corrections / changes

UPG1: Active participation in course activities

UPG2: The hand-ins of the designs from *both* the first part and the second part of the course.

UPG1 Active participation

This part of the course is examined on a pass/fail basis. It includes the active participation in the following:

1. Project presentation seminars for part 1 (sept 24) and parts 2 and 3(oct 15/17).
2. Lesson on information design principles (sept 5) , including presentation PDF uploaded to LISAM before the lesson, and sketches for group discussions (see PDF for this lesson)
3. Lesson on techniques for graphical narratives (sept 16), including presentation PDF uploaded to LISAM before the lesson, and sketches for group discussions (see PDF for this lesson)
4. Workshop on animation (oct 2/7)
5. Lesson on theory-to-practice (sept 30), including presentation PDF uploaded to LISAM before the lesson, and sketches for group discussions (see PDF for this lesson)
6. Lesson on diagrams (oct 3), including presentation PDF uploaded to LISAM before the lesson, and sketches for group discussions (see PDF for this lesson)

Note that some of these sessions include preparations, that you should bring to the session for your participation to count.

Deadlines for replacement hand-ins (if you miss the occasion) are connected to corresponding course dates to keep the speed up during the course. (You should hand it in on the day of the event that you missed). You find instructions for replacement assignments together with the instructions for each item. (If not, contact the instructor for that specific item).

UPG1 does *not* include:

1. Lectures
2. Supervision
3. Workshop on prototyping

Completions of UPG1

Completion assignments

Supervision

There is no completion for supervision, it is not mandatory.

Seminars

The replacement exercise is to prepare a written report, about 2 pages criticizing the work of another group, from the point of view of the principles and techniques you have been working

with in this course. (You will have to request the report from another group). You then notify cory.robinson@liu.se

Lessons

If you miss an exercise, then you extend your preparatory work to include a carefully written essay of 2-3 pages + your own sketches. The deadline is the day of the exercise. You upload your work through LISAM. You then notify Jonas.Lundberg@LiU.se

Workshop 1 Using prototypes for testing

There is no completion for workshop 1, it is not mandatory.

Workshop 2 Animation

You will have to complete the same task as the other students have completed in the workshop. However, you have to do it on your own, solving e.g. technical issues on your own. You also have to describe what you did, and report that (this is your hand-in). You upload your work through LISAM. You then notify sophie.gudmann.knutsson@liu.se

Completion, some formalities

Our completion deadlines are:

- Oct 28, 2019
- Jan 10, 2020
- June 1, 2020

Completions handed in between deadlines are usually managed after the subsequent deadline. Later completions may require that you comply with requirements for the latest running course (i.e. perhaps a different hand-in, possibly you will have to re-do the whole course part, i.e. UPG1, UPG2 that requires completion).

For completions, you should

- Clearly mark the name, personnummer and LIU ID for all who are part of the completion. For completions that are done in a group, state clearly who did what
- All completions should be handed in through LISAM according to the instructions above. Please notify us after uploading in LISAM (we are not notified automatically).

If you work on something that you have previously handed in and received feedback on:

- Reply to any examiner comments/questions in a separate comment/introduction
- Highlight all changes using “track changes” or color coding.

UPG2 Design assignments 1-2 Hand-in

UPG2 has a hand-in of your two designs, as well, that you have made in your group.

The hand-in should focus on the **intended learning outcomes** of the course, focusing on your abilities in the following areas.

- to design and criticize information design solutions based on theory as well as empirical data.
- to sketch and evaluate alternatives in an explorative design process
- to sketch information design both in static and dynamic form
- to design and criticize information design solutions for several formats, taking the limitations and possibilities of the media into account (e.g. print and digital production)

The report / hand-in

For **each** design (i.e. the print infographic, the digital animated infographic), the hand-in (report) should describe the following (see below for explanations of some key points):

- Name and LiU ID for everyone in the group, as well as the group name;
- Introduction to the task and target group you have chosen;
- Presentation of your instructional graphics (the design, see explanation below);
- How you arrived at the design (see below);
- Account of the value of the design (see below);
- Visual overview of your design process, who contributed (design using diagrams) (see below) this is to be included **in the second report**, covering the whole project.
- For your design in the *second part* of the course (animation/handheld device), provide a descriptive storyboard **in the second report**.
- Each of the two reports should be handed in through LISAM.

The design:

- Explain your design.
- Describe your final aims for the design in terms of both user experience and instrumental qualities, and how these aims meet in your design.
- Explain/Motivate your final aims.
- Discuss how this design takes the possibilities of the media used into account, how it is limited by it. For instance, for the **second part**, how did you approach the design of the instruction graphics to fit the digital handheld format (compared to the approach you had for the printed poster)?

How you arrived at the design:

You have exemplified how to make one graphic, but the company has plans for more products, and they want to use your design as inspiration/a starting point for more designs. Explain and illustrate how you made your design, focusing on key aspects of it. For instance, this **could** include:

- Previous solutions. Did you use previous designs as inspiration? (which ones, what inspired you in them, what did you want to take-away?)
- Theory / relevant design principles. Explain briefly key items from the (new from the course) theory that you have used in your work, then both show and explain how you have used it.

- You could also include interesting use of relevant design principles that you knew since previous courses, especially how it combined/conflicted with new theory (did you learn something new by using it here, what?)
- From sketch to design: If you designed graphics including people or items, how did you make them?
- Sketches. Show interesting design alternatives that you have worked with, that the customer could also get inspiration from, to get some variety in their work. Explain your own choices.
- Empirical data. Explain how the customer can use empirical data in their work process. Exemplify with examples from your own work.

Account of the value of the design

This part **should** contain the following:

- Analysis of your final instructional graphics based on relevant design principles;
- Account of the user test;
- Conclusion regarding the value of the design.

Visual overview of your design process, who contributed (design using diagrams)

This hand-in **should be part of the second report**, covering the whole project.

The hand-in **should** include a visual presentation of your team using diagram, and visual overview of your design process through diagrams.

- This **could** for instance include diagrams illustrating - key competences / individual contributions, a graphic timeline of the project
- This part of the hand-in **could** include text, but should not include paragraphs of text.

Grading criteria for UPG2 (group design work hand-in)

This part of the examination is graded as U/3/4/5

For a grade higher than 3, deadlines for the hand-in assignments need to be kept.

Note that participation in the seminars is part of UPG1.

Note that the *Visual overview of your design process* is part of the second hand-in.

Grade 3 on UPG2 requires

- Choice of a suitable task;
- Reported use of some of the course's design principles;
- Acceptable design quality on the instruction graphs, diagrams, presentations and report;
- Acceptably implemented use of empirical data (e.g. a test) with stated goals and realistic conclusions.

Grade 5 requires

- Choice of a challenging task;
- Well thought out and clearly-defined use of the course's design principles;
- High design quality of instruction graphics, diagrams, presentations and report;
- Well-conducted use of empirical data (e.g. a test) with clear goals, representative participants and realistic conclusions.

Grade 4 is given if the assessment lands between 3 and 5.

Completions of UPG2, some formalities

Grading and completions

- For the graded exercise, UPG2, hand-ins during the regular course deadlines are required for grades above 3. Exceptions can be granted by the examiner.
- It is normally not allowed to do major completions to achieve higher grades at ITN. Exceptions can be granted by the examiner.
- Specific grading information is presented in the description of UPG2.

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