

Spring 2026 ITLS-3110-IO1 Syllabus

ITLS
3110

Design Perspectives and Processes I Course Syllabus

Course Description

This course introduces human-centered design, a powerful approach to design that begins with understanding unmet customer needs. Students learn the process for innovation that emerges from this focus, conducting user research and product development and testing. Students also learn principles for designing products that are highly accessible.

Course Learning Outcomes

1. **Gaining factual knowledge and fundamental principles:** In this course, students will learn about the processes and principles of human-centered design.
2. **Learning to apply course material:** Students will practice applying their knowledge of human-centered design processes and principles by designing a product.
3. **Developing specific skills, competencies, and points of view of professionals:** Students will gain skills for applying the different elements of the human-centered design process. They will gain perspectives for evaluating products as broadly usable and visually appealing, according to principles of human-centered design.
4. **Developing creative capacities:** Students will practice moving from identifying user needs to generating and refining the design of real products.

Course Requirements

Each student will:

1. Work through critical elements of the human-centered design process by completing elements of a course-long design project.
2. Be a thinking partner to their classmates, giving them productive feedback on elements of their design project throughout the semester.
3. Read human-centered design literature and engage in class discussions.
4. Watch videos on design and engage in class discussions.
5. Demonstrate understanding of the points raised in the human-centered design literature in their designed product.

Instructor Information

Ralph Trumble

Instructor

Messaging Preference: Canvas messenger or email

Email: ralph.trumble@usu.edu

Instructional Technology & Learning Sciences

Office Hours: By appointment

Please reach out to schedule a meeting or ask any questions via either my email address or use Canvas messaging.

Course Resources

Each week, we will focus on different topics and areas of Human Centered Design. Be sure to check the new module for each week to know what resources we will be working with for that week.

Course Schedule

Be sure to go to the module each week for readings/videos and assignment completion.

Date	Topic	Assignments
1/5	Welcome/Let's Learn Together!	Discussion Assignment
1/12	What is Human Centered Design (HCD)?	Discussion Assignment
1/19	Understanding the Problem: The Inspiration	Discussion Quiz
1/26	Creating a Plan and Building a Team	Discussion Assignment
2/2	Understanding User Needs: Contextual Inquiry	Discussion Assignment
2/9	Conducting Interviews (Pt. 1)	Discussion Assignment

2/16	Conducting Interviews (Pt. 2)	Assignment Quiz
2/23	Let's Reflect	Assignment
3/2	Task Scenarios and Product Sketches	Discussion Assignment
3/9	Start Prototyping (Pt. 1)	Discussion Assignment
3/23	Start Prototyping (Pt. 2)	Discussion Assignment
3/30	Pricing it Out to Begin Piecing it Together	Discussion Assignment
4/6	Design Portfolio	Discussion Assignment
4/13	Design Portfolio	
4/20	Design Portfolio	Submit Final Portfolio

Evaluation Methods and Criteria

Be sure to check the module for each week for content.

There will be weekly assignments and discussion posts. Some weeks may have a quiz.

Overall:

Weekly assignments: 50%

Weekly discussions: 30%

Quizzes: 5%

Final Project: 15%

Grade Scheme

The following grading standards will be used in this class:

Grade	Range
A	93% to 100%
A-	90% to < 93%
B+	87% to < 90%
B	83% to < 87%
B-	80% to < 83%
C+	77% to < 80%
C	73% to < 77%
C-	70% to < 73%
D+	67% to < 70%
D	60% to < 67%
F	0% to < 60%

Late Work Policy

As an online class, there is no attendance. However, students are required to participate in weekly activities by deadlines set each week. All work is due based on the specified due-dates except in emergency situations (family emergency, illness, or participation in a university sponsored activity). A late assignment without an excuse will lead to a zero grade on the assignment. Prior to the assignment due date, you should email a written excuse to your instructor to be considered excused. This policy is in effect as an incentive to stay current with the assigned work. Like many courses, the work of one session is based on understanding the work of the previous sessions. Falling behind in the work greatly reduces the chances of success at attempting later work. I understand that life happens and I am here to support you as best as I can; therefore reaching out as soon as anything happens (just send a quick message) can prevent you from receiving any unwarranted "0's" in this course.

Learner Support

Library Services: All USU students attending classes in Logan, at our Regional Campuses, or online can access all databases, e-journals, and e-books regardless of location. Additionally, the library will mail printed books to students, at no charge to them. Students can also borrow books from any Utah academic library. Take advantage of all library services and learn more at <https://libguides.usu.edu/statewide> (<https://libguides.usu.edu/statewide>)

Canvas Information

Canvas is the where course content, grades, and communication will reside for this course.

- usu.instructure.com (<https://usu.instructure.com/>)
- For Canvas, Passwords, or any other computer-related technical support contact the [IT Service Desk](https://it.usu.edu/) (<https://it.usu.edu/>).
 - (435) 797-HELP(4357)
 - [Live Chat](https://mylivechat.com/chatnoscript.aspx?HCCID=48409868) (<https://mylivechat.com/chatnoscript.aspx?HCCID=48409868>)
 - servicedesk@usu.edu (<mailto:servicedesk@usu.edu>)

Online Course Fee

\$15 per credit course fee is applied to all online courses to support digital technologies and support services required for engaging and effective online learning.