Interaction and Design Portfolio Requirements

Overview
To successfully pass the Portfolio Review and enter the Interaction and Design (UX/Digital Product Design) concentration within the Web Design and Development Degree, candidates must complete:

1. All required Interaction & Design courses, or be in the process of finishing core courses, each with a grade of B- (2.5) or better on a 4.0 scale (see conditional acceptance below)
2. Submit an online portfolio using a Medium Publication (Medium.com) with all required items as outlined below by specified due dates as part of a personal branding strategy
3. Print any physical copies of work as evidence of capabilities as required using the magcloud.com, or other comparable service, and ready for review during personal interview
4. Schedule an interview with Professors Michael Harper or Daniel Hatch according to interview schedules

Portfolio Requirements Outline

Education and Career Article
The education and career article should include a professionally written personal introduction; an outline of present educational goals; an entry-level career goal statement; a long-range career statement; each being one paragraph in length, to set the focus for your consideration. This article should be considered a ‘Letter of Intent’ that faculty can use to assess the level of seriousness for the submission. Be concise!

Practical Knowledge and Skills Sections
In two specific Medium Publication (Medium.com) sections, organized by projects from DGM courses, express what has been learned by creating a Case Study article for each as evidence of capabilities. The study should not sound like a term paper, but rather, a professionally written article that a community of professionals might find valuable. For example, writing about a topic formed around a class project, a student might focus on specific tools or technologies, use of processes, media integration methods, or even a combination of various topics, in an effort to showcase knowledge. Students should infuse the case study by answering points such as...why such knowledge is important; provide visuals that support and validate specific points on design or development; why the final product is exemplary; and possibly provide a link to each functional project so faculty, or even a potential employer, can interact and experience the final product.

Here is an example in Medium > Building Seamless iBook Backgrounds (https://shrtm.nu/C7pW)

IMPORTANT: Use only creative names for Medium article titles. Do not use course numbers in the title! Moreover, write each case study for a broad audience in the UX/Digital Product Design community specifically; meaning, articles should be a valuable reading experience, not a rehash of what was done on the project specifically, but an educational read meant to help others learn something of importance. Lastly, take the time to review current jobs posting on AuthenticJobs.com and focus on key terms, processes, and technologies that are being sought in the industry. Here are some possible article title influencers to help students devise a strategy.
Section One: Methods and Process Articles
- Interaction Design Concepts in UI Development (DGM2240)
- Digital Design Processes are Not Stupid (DGM2250)
- Interactive Data Visualization Charts That Scream ‘Use Me!’ (DGM2271)
- Why Sketch App is My Go–to Tool for Creative Design? (Extra-Curricular Work)

Section Two: Design and Development Articles
- Design Patterns and the Art of Consistency (270R Digital Composition I & II)
- Image Compression Techniques That Make You Look Like a Genius! (DGM2341)
- Immersive Experiences are Critical to Engaging Participants (DGM2260)
- Interactive Advertisements Can Change a Readers Mind (DGM2270)
- Why Hype App is not Adobe Flash (DGM2280)
- Preparing for an Internship in Digital Product Design (Extra Curricular Work)

At the end of each article, use the following statement, using your own information, to ensure faculty can identify the course and project affiliation.

John Doe is a student in the Digital Media program at Utah Valley University, Orem Utah, studying Interaction & Design. The following article relates to (X Project) in the (DGM XXXX Course) and representative of the skills learned.

Résumé Article
A separate Medium article should be written to showcase a personal résumé and placed in the Publication according to site structure. We recommend that students work with the Student Career Center to organize a résumé structure. The résumé should be updated frequently and reflect Interaction & Design experiences. A link to a PDF version should be provided for potential employers to download.

Extra-Curricular Work
Students must demonstrate a sufficient quantity and quality of extra-curricular activities in the Interaction and Design (UX/Digital Product Design) field through voluntary immersion. This would include submission of UX Design-based Web sites, mobile Apps, or immersive/adaptive projects with supporting documentation (e.g. not as part of a class), and most importantly an emphasis on UXD aspects of the final product. It is recommended that extracurricular projects be solo-produced; if not, group-originated materials must be accompanied by a detailed description of the process and the student’s role in the project.

Social Media
Students are required to provide links and evidence of their social media presence as part of their portfolio strategy. Specific focus will be placed on Facebook, Instagram, Twitter, and Flipboard. Integrate these options into Medium and personal branding materials. Social media is not purely social, it is a deliberate act of professional networking, and can be the difference between ho-hum portfolio performance, and an active community. Do not underestimate these tools!

Interview
Students will be required to complete a personal interview with designated Interaction & Design faculty. In this interview, candidates will be assessed on criteria such as interpersonal skills, personal desire, technical aptitude, and accomplishments. These criteria are designed to help faculty properly measure
the likelihood of success as an advanced-standing student in the Digital Media program as well as entry into a demanding industry after graduation. Interviewees must have a copy of their “unofficial” UVU transcript with them during the interview and all DGM courses highlighted in yellow. Printed versions of Design Terms Sheets, Style Guides, Validation & Design Guides, or other course-generated material, must be brought and shared as evidence of a student’s capabilities.

Note: During the interview, applicants must disclose any courses that may be in progress at the time of the portfolio submission.

**Conditional Acceptance**
Conditional acceptance into upper division classes can be requested if there are only one or two lower division DGM core classes left for completion, but any acceptance is contingent upon students coordinating with an advisor and final approval of a faculty member in the Interaction & Design concentration.