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User Interface Design GRA-2585C

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User Interface Design

GRA2585C

UX UI

User research

Personas

Usability testing

Interaction design

Layout

Visual design

Welcome to User Interface Design

Instructor: John Sousa | Email: jsousa@valenciacollege.edu
Office hours available by appointment

COURSE INTRODUCTION:

This course provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered. Students will research, plan and implement their creative ideas. Emphasis will be placed on ideas, concepts, images used, color schemes/theory and typography.

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Orientation Quiz

RTV(AM) - 202520 UI Design - 22534
84 points • Jan 10 at 11:59pm

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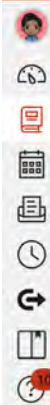
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Canvas

Start Here — Syllabus Introduction



This course provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered. Students will research, plan and implement their creative ideas. Emphasis will be placed on ideas, concepts, images used, color schemes/theory and typography.

Students are expected to review this module in its entirety. To navigate through this module click the "next" button at the bottom of the page. Once you do you will become familiar with the following:

- [Course Overview](#)
- [Meet & Contact Your Instructor](#)
- Learn about [Course Communications](#)
- Learn about our [Course Textbook + Supplies](#)
- Become familiar with [Course Policies](#)
- Learn about [Grading & Assignments](#) in this course
- Learn [Technology Requirements](#)
- Find out about [Student Support Services](#)
- Learn about [Student Resources](#)
- Learn about [Canvas & Canvas Support](#)

Start Here: Syllabus

By the end of this module you will be expected to do the following:

- Familiarize yourself with all the Syllabus information
- Complete the [Orientation Quiz](#) with a score of 100%
 - don't panic...you have unlimited attempts!

You must also access [Module 01](#) items this week:

- Review all learning activities in the [Module 01 Overview](#)
- Complete the first [Figma Design Assignment](#)

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Course Overview

User Interface Design Course Introduction

This course provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered. Students will research, plan and implement their creative ideas. Emphasis will be placed on ideas, concepts, images used, color schemes/theory and typography.

Major Topics/ Concepts/ Skills/ Issues

- Introduction to types of user interfaces
- Logical thinking processes used for planning all types of interactive projects
- Research, planning, organization & development
- User Interaction / User Experience
- Problem Solving
- User Flow and Navigation
- Wireframing
- Prototyping
- UI tools

Course Catalog Description

Provides instruction in user interface design to assist students in learning to research, plan, organize and develop interactive solutions for a variety of user interfaces and user experiences. Special emphasis on visual design fundamentals, problem solving, design process, emerging trends, user interaction and experience will be covered.

You will need access to a Figma Prototyping Software (Free Education Account) and current versions of Adobe CC.

Prerequisites

Minimum grade of C in GRA 1751 and GRA 1142C or departmental approval.

What is Figma and Why is it Used?

Figma is widely used in industries such as web design, app development, and digital marketing for its intuitive interface, collaboration features, and ability to streamline the design-to-development process. Figma offers a free Education plan tailored for students and educators, providing access to its comprehensive design and prototyping tools. To obtain and install Figma's free Education plan, follow these steps:



1. Sign Up for a Figma Account:

- Visit [Figma's website](#) and click on "Sign up."
- Register using your educational email address to facilitate the verification process.

2. Apply for the Education Plan:

- Navigate to Figma's [Education page](#).
- Click on "Get verified" and complete the application form, providing necessary details such as your educational institution and role.
- Submit the application and await verification, which typically takes a few days.

3. Access Figma:

- Once approved, log in to your Figma account to access the Education plan features.
- Figma operates primarily in the browser, so no installation is required.
- For offline use, download the desktop application from Figma's [downloads page](#).

4. Install the Desktop Application (Optional):

- Download the appropriate version for your operating system (macOS or Windows).
- Run the installer and follow the on-screen instructions to complete the installation.

By following these steps, you can leverage Figma's robust design tools at no cost, enhancing your educational experience in design and prototyping.

Learn more about Figma and other software requirements for this class in the [**](#) page.

Before beginning work on Module 1, you must complete all sections of the [Orientation module](#) and complete the [Orientation Quiz](#) with a score of 100.



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Meet & Contact Your Instructor: John Sousa

Meet your instructor: John Sousa

My name is John Sousa, feel free to refer to me as John, Mr. Sousa, or professor. (honestly, I'll probably respond to anything as long as you address me politely). I am a graduate of Valencia's Graphics & Interactive Program (the same program that you are probably enrolled in). I've been teaching at Valencia since 2012. I teach a variety of entry-level print and interactive courses, but occasionally I teach the Portfolio Prep course which I enjoy equally as much.

Good luck this semester - I will be here to assist you throughout the course - answering whatever questions you may have.



How Should I contact you if I have questions? How fast will you respond to my questions?

All questions and communication should be sent via your [Canvas inbox](#). I do check Canvas messages regularly and do my best to respond promptly each day. You can expect **your questions to be addressed within 24 hours** of the time you've asked your question, during regular business hours (Monday - Friday). I receive all canvas emails via canvas and Valencia email, however, if you should need to contact me beyond canvas below is my contact information:

Valencia email: jsousa@valenciacollege.edu

Physical points of contact

Valencia Office: 3-222 west campus
Office Phone number: 407-582-1952
Open Graphics Lab: 3-151A west campus

When to contact your instructor

Here are some great reasons you should contact the instructor directly:

- If you have had an emergency arise that is affecting your performance
- If you have read the assignment instructions completely, and something is still unclear.
- If you have followed all instructions, your results don't look correct, and you'd like some help troubleshooting the issue. Be sure you have tried to solve the problem first.
- If links in Canvas don't work.
- If there is a discrepancy or suspected typo with questions or assignment requirements.

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Course Communications

The following information offers guidelines for course communications this semester.

Contact Your Instructor

You may contact me in various ways during this semester.

- You may contact me through the [Canvas Inbox](#) Monday-Friday. I will respond to your message within 24 hours with the exception of days and times when the college is closed.
- You may email me to address personal concerns at my Valencia email address.
 - In your messages, please indicate your course number (CRN) so that I may better assist you.
- If you prefer to speak to me directly, email me to schedule a 1-on-1 video conference.

Netiquette

It is important to be aware of your behavior in an online learning environment to ensure positive interactions with your instructor and peers. This requires you to follow some [guidelines for behaviors](#).

Expectations of Student

- Students are expected to check their Atlas email and Canvas inbox on a regular basis throughout the week. To effectively communicate with our students, Valencia uses e-mail as the primary means of notifying students of important college business and information dealing with classes, registration, deadlines, financial assistance, tuition and fees, etc. **Students are responsible for any official communication sent through Atlas e-mail.**
- Students can expect to devote 3 hours per credit hour each week to this course.
- For guidelines on how to interact with your instructor and peers in an online learning environment, read through [Our Practice of Respect and Community Building](#) from Valencia's Peace & Justice Institute. Some highlights from these principles are:
 - Create a hospitable and accountable community
 - Suspend judgment
 - All voices have value

Expectations of Instructor

- The Instructor will provide a variety of feedback on submitted assignments usually within 1 week.
- The Instructor will address students following the guidelines as indicated in [Our Practice of Respect and Community Building](#) from Valencia's Peace & Justice Institute.
- The Instructor will notify students of changes to the course work via the Inbox or Announcements tools.

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Course Textbook + Supplies

WHAT YOU NEED TO PARTICIPATE IN THIS COURSE:

Foremost: the time and desire to succeed.

Throughout this course and the graphics program, you will generally experience very demanding course workloads. Students who are able to devote the time and effort required will do well. It is suggested that you allow **9 hours of study/lab time each week** to complete the coursework required. Some students may require additional time and others may require less.

HARDWARE & SOFTWARE REQUIREMENTS:

This course cannot be taken using only a tablet, phone, netbook, or another alternative device. You will need access to a computer/laptop; if you don't have one you will have access to use the campus Graphics Labs for technology requirements.

Students must have regular access to a computer that is able to run:

- Figma (online software)
- Zoom (for any video meetings)
- Adobe Acrobat Reader (or an alternative PDF viewer)
- Slack
- FontBase (font management software)

Detailed Tech. Requirements are available later in this syllabus [here](#).

TEXTBOOK REQUIREMENTS:

There is **NO REQUIRED TEXTBOOK** for this course

Recommended Tex (e-Book)t:
Designing User Interfaces by Michael Malewicz

What supplies will I need?

Below are a list of recommended supplies. Some supplies are available at Valencia Bookstores.

- Access to a computer with high speed internet access and current internet browsers (Chrome, Firefox, or Safari)
- Access to Adobe Acrobat Reader (or an alternative PDF viewer)
- External hard drive or online cloud storage for backup
- Pencils and paper (tracing or plain) will be needed for thumbnail sketches and wire framing.

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Course Policies

In this course, you will experience a variety of learning activities to help you meet the course learning outcomes. To have the most meaningful learning experience, I believe your experiences matter and it is important to connect what we learn to your "real world." This means that active participation, timely submission of assignments, and ongoing dialogue are necessary for you to be successful.

No-Show Policy

Required Attendance Activity

If you do not log in to the course during the first week and complete the Academically Related Attendance Activity, you will be marked as a "no-show". Students who are not actively participating in the course, do not attend the scheduled virtual meetings, and do not submit the required assignments by the scheduled due date must be withdrawn by the instructor at the end of the first week as a "no-show". If you are withdrawn as a "no-show", you will be financially responsible for the class, and a final grade will appear on your transcript for the course.

Late Work/Make-up Policy

What do I need to know about deadlines?

Just as in the workplace, due dates are considered deadlines. For that reason, **assignments, quizzes, discussions, exercises, or projects will not be accepted late.** You will receive a zero for anything not submitted by the deadline. Failure to meet deadlines will affect your performance in this course.

I do understand that life happens. Missed deadlines due to illness or another emergency will be accepted with appropriate documentation (within 1-week of the missed assignment deadline). Please contact me as soon as possible to submit documentation, or determine if you can stay on track to complete the class with the minimum required grade.

If you are unable to participate in the course due to illness, family emergency, etc., please communicate with me as soon as possible in order to create a plan to complete your assignments so that your learning can progress in the course. In the case of a prolonged online absence, please communicate with me as soon as possible in order to create a plan for the best course of action.

Attendance Policy

DETAILS FOR A FACE-TO-FACE SECTION OF THE COURSE

This is a face-to-face (on-site) course. Meaning there is a schedule meeting day/time every week where we will meet physically (in a classroom on a Valencia campus); therefore, attendance will be formally taken each week. You are expected to participate weekly in course lectures, assignments and discussions. Missing multiple class meetings will negatively effect your grade. Students should be aware of the following related to our course attendance policy:

- Your attendance will be checked weekly based on your physical class meeting attendance, participation in the Canvas course, and submission of coursework.
- If you do not contact me letting me know of your absence within 48 hours, your grade will be effected and you will lose any opportunities for an extension.
- After the withdrawal deadline, students will receive the final grade that is earned according to the course grading policy.

DETAILS FOR A RTV SECTION OF THE COURSE

This is a Real Time Virtual (online) course. Meaning that classes will be held via a [Zoom](#) video meeting that is schedule on a specific day/time every week. You will need to create a Zoom account and [download the software](#) onto your computer. [Click here](#) to view other the technology requirements for this course.

Attendance in the Zoom meeting will be formally taken each week. You are expected to participate weekly in course lectures, assignments and discussions. You must have access to the Internet to complete the course requirements. Students should be aware of the following related to our course attendance policy:

- Your online attendance will be checked regularly based on your participation in the Canvas course, and submission of coursework.

- If you do not contact me letting me know of your absence within 48 hours, your grade will be effected and you will lose any opportunities for an extension.
- After the withdrawal deadline, students will receive the final grade that is earned according to the course grading policy.

The Withdrawal Policy

Per [Valencia Policy 4-07 \(Academic Progress, Course Attendance and Grades, and Withdrawals\)](#), a student who withdraws from class before the withdrawal deadline will receive a grade of "W."

Faculty are no longer be able to withdraw students for any reason. Students have the full responsibility to withdraw themselves from classes by the Student-Initiated Withdrawal Deadline. A student is not permitted to withdraw after the withdrawal deadline. You can find the withdrawal deadline listed in the Academic Calendar found on the [Valencia College](#) website, as well as the [course schedule](#) page.

Academic Honesty Policy

During the planning doc stage students are encouraged to interact, but all work should still be done by the student turning in that project. You should not allow anyone to complete any part of your project. All work turned in under the name of each student is expected to be that of the student turning it in, be careful to not be "over inspired" by the resources collected. Cheating of any sort will not be tolerated. If caught cheating, you risk receiving a 0 (zero) for that project and the potential to be withdrawn from the class.

You may receive assistance via feedback from your classmates, instructor, and lab personnel. Lab personnel may assist you if you are having problems with the operation of the computer or to answer questions concerning software applications, but they are not to do any part of your work nor are they tutors. Plagiarism or Copyright Infringement is cheating (refer to your Student Handbook).

Academic Honesty Related to Assignments

During this course you will be expected to create web components using software and other resources. Some of these resources may be complete images, icons, or layouts. It is imperative that you understand that the work in this course must be your own and utilizing resources such as preexisting templates from outside the provided resources is not acceptable. You are, however, encouraged to reference and resource content on the web to develop a stronger understanding of how these resources are used to build web pages and apps. If you are caught utilizing a preexisting template for a project, you will receive a zero for the project and risk being withdrawn from the course.

Academic Honesty and Artificial Intelligence

The usage of Artificial Intelligence to complete course assignments is prohibited and considered an academic honesty violation, unless otherwise specifically stated in the assignment's instructions.

College Student Conduct Policy

Valencia is dedicated not only to the advancement of knowledge and learning but also to the development of responsible personal and social conduct. As a registered student, you assume the responsibility for conducting yourself in a manner that contributes positively to Valencia's learning community and that does not impair, interfere with, or obstruct the orderly conduct, processes, and functions of the college as described in the [Student Code of Conduct](#).

Privacy & FERPA Policy

Valencia College has a firm commitment to protecting the privacy rights of its students. Any use of student records and information in this course will comply with the [Family Educational Rights and Privacy Act \(FERPA\)](#), including third party tools and services used in this course. Privacy policies for the tools used in this course are listed below.

Intellectual Freedom & Viewpoint Diversity: (HB 233)

As your professor, I'm committed to giving you as many opportunities and resources to support your learning as possible. Therefore, you may find it beneficial to record class lectures to review later. Please keep in mind that you do not have your peers' permission to record them, and they have a right to privacy; your peers should not be in your recordings. You may not record class discussions, student presentations, labs, group work, and private conversations. These recordings are permitted for your own personal use; you should contact me to discuss sharing options. Note that while these recordings are useful for review, we want you to attend class for your insights and questions; these recordings are not substitutes for class participation and attendance. Should you have any concerns or questions, please feel free to contact me through Atlas email or Canvas message.

Technology Privacy Policies

- [Valencia College privacy policy](#)
- [Canvas privacy policy](#)
- [YouTube privacy policy](#)
- [Figma privacy policy](#) ↗
- [Slack privacy policy](#)
- [Zoom privacy policy](#)

Changes to the course calendar may be made at the discretion of the professor, and students will be notified of any changes in class and/or via the Canvas Inbox conversations tool.

If you have any concerns or issues with any of these requirements or policies, please contact your instructor.

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Grading & Assignments

In this course, you will experience a variety of learning activities to help you meet the course learning outcomes. To have the most meaningful learning experience, I believe your experiences matter and it's important to connect what we learn to your "real world." This means that **active participation**, **timely submission of assignments**, and **ongoing dialogue** are necessary for you to be successful.

How will I be graded in this course?

Your final grade will be determined by grades earned on the following assignments. You will be graded on a percentage system.

A grade of a "C" or better is required for graduation requirements students seeking an AS degree or using as a prerequisite for another course.

Final course grades of "A," "B," "C," "D," or "F" shall be assigned based upon the student's academic achievement upon the completion of all course work, including the required final examination. A student who fails to take the required final examination may receive a final course grade earned, unless the professor elects to assign the student a grade of "I" or as otherwise addressed in the Professor's course syllabus.

This syllabus may be altered, at the instructor's discretion, during the course of the term. It is the responsibility of the student to make any adjustments as announced.

GRADING CRITERIA

- Ability to read and follow project/assignment descriptions and requirements.
- Quality of final design solutions and presentation of assigned projects.
- Demonstration of acquired software skills, including submitting the required digital files to Canvas.
- Completion of projects on time.
- Meeting deadlines set during the evolution of the projects, including working on projects outside of class meetings.
- Creative resource gathering – hard copies of materials germane to the job at hand.

You will receive a detailed project description for each project assigned. You will meet deadlines during the evolution of these projects. Your ability to produce this progressive work as due along the assignment, will directly affect your overall grade. In addition to the digital files, mounted work and technical skills, there are points assigned for the following elements of projects completed along the way:

Documentation of

- Research (including the current job, business, audience, typography, colors, etc.)
- Inspiration
- Thumbnail Sketches / Conceptual Sketches
- Roughs / Layout Sketches
- Proofing of digital work
- Feedback and Insights gained
- Final design solutions

FIGMA DESIGN ASSIGNMENTS

(10% of Final Grade Collectively)

These Figma design assignments are designed to jumpstart student skills and proficiency with the Figma software. Each assignment is set up with a template image that you will recreate. You will be graded based on the accuracy of the artwork, and if you properly used the required Figma tools/features.

- [Figma Interface Elements Assignment](#) (5%)
- [Figma Design Systems Assignment](#) (5%)

COURSE PROJECTS

(60% of Final Grade Collectively)

- [Project 01 - Website Design](#) (30%)
- [Project 02 - Mobile App Design](#) (30%)

GRADING SCALE:

A student's final grade in this course will be determined by scores earned on required projects, tutorials, quizzes/exams and a core competency skills (TVCA) evaluation. The following is Valencia College's grading scale and shall be applied to scores earned in this course:

A = 100 - 90

Exceptional achievement demonstrated in work of keen understanding and an optimal mastery of course competencies. Earned for exemplary work, clearly beyond the requirements.

B = 89 - 80

High achievement, demonstrated in work of consistent effort, intelligence, and mastery of course competencies.

C = 79 - 70

Satisfactory completion of course requirements and mastery of essential course competencies.

D = 69 - 60

Unsatisfactory completion of course requirements and an unacceptable grade for prerequisite or graduation requirements.

F = 59 or less

Failure to perform required work or to master required course material and competencies.

A final grade of "C" or better is required for this course in order to meet prerequisite requirements for higher-level courses, or to be used as credit towards an A.S. degree in Graphic & Interactive Design.

WEEKLY PROJECT PROGRESS

(20% of Final Grade Collectively)

Each week you will be given a task to complete in Figma. The goal is to create a page or screen that is relevant to the current project. These assignments are designed to highlight the details of different screens and the elements that make a full project complete. You will be required to complete this along with any other assignments associated with the current project.

CORE COMPETENCY SKILLS EVALUATION –TVCA

(10% of Final Grade)

Your attendance will be a part of this grade, but TVCA is so much more than that. TVCA points are built-in throughout the course progress on assignments, discussion participation, presentations, and **10% of your final grade will be based on attendance**).

This evaluation is designed to help students verify if their current abilities to Think, Value, Act & Communicate (Core Competency Skills as they pertain to this course) are up to par with the graphic and interactive design industry-set standards for employment. Along with being desirable traits for employers, Core Competency skills are also emphasized as traits needed in a college-level setting in order for higher-level thinking and learning to be achieved.

The student's grade in this course is based upon the instructor's observations of Core Competency skills and will be under constant observation by the instructor throughout the semester. It is the student's responsibility to clearly communicate with the instructor of their progress and attempts for improvement. Although students will be expected to improve their Core Competency weaknesses during the semester, failure to uphold expectations from the beginning may result in a continued grade point deduction throughout the semester.

Just as earning a degree does not entitle a student to a well paying job, students should also understand that simple completion of assigned tasks in this course do not entitle a student to a passing grade.

EXTRA CREDIT

1. Any other extra credit opportunities are at the discretion of the instructor and will be announced when they become available.

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Technology Requirements

What Hardware do I Need?

You will need a computer to complete work in this course. This course CAN NOT be taken using only a tablet, phone, netbook, Chromebook, or other alternative device. Students taking this course will have access to use the campus Graphics Labs for technology requirements.

Students should expect to spend 9 hours per week engaged in completing assignments at home or in the lab in addition to attending class during the days/times noted on the registration schedule.

Students taking this course who intend to work from home will need access to reliable wifi, a computer webcam and microphone, a digital camera (or scanner).

Students might also need to download freeware to complete assignments.

What Software do I Need?

Figma

Figma is a collaborative web application for interface design, with additional offline features enabled by desktop applications for macOS and Windows.



[Here is a link to sign up for a FREE Figma Education account.](#)



NOTE: YOU WILL NEED TO CREATE YOUR ACCOUNT USING YOUR VALENCIA EMAIL ADDRESS (the one that ends in @mail.valenciacollege.edu) in order to have a verified education account.

PDF Reader

A PDF reader software of any kind is fine. As long as you can download, open, edit PDF documents. Adobe is a software company with a line of design, multimedia, and creativity software products.



Adobe® Creative Cloud™



GRA Students enrolled in at least one class needing access to Adobe CC will be responsible for purchasing their own subscription in order to have a software license throughout the semester. Here is a [link to purchase a 1-year subscription through the Valencia bookstore](#). You can also choose to purchase a monthly subscription, but you won't receive the Valencia discounted rate. Here is a [link to download the student version of the Creative Cloud](#) through the Adobe website.



NOTE: YOU MUST CREATE YOUR ACCOUNT USING YOUR VALENCIA EMAIL ADDRESS (the one that ends in @mail.valenciacollege.edu) in order to and access the enterprise settings that Valencia has available for students.

If you are taking other courses that require any of the Adobe software please [set up an Adobe creative cloud account](#) immediately.

If you cannot set up or access your Adobe account using your Valencia email address, contact [Valencia's Service Desk](#), or our [SLACK Virtual Lab Support](#) to let them know.

While you wait, please create a free account using Adobe's [free 7-day trial](#). Do not use your Valencia email address to create the free 7-day trial this will cause conflict errors while you try to get your education account fixed.

FontBase

FontBase is a font manager made by designers, for designers.



Lightning fast, with beautiful interface, and **totally free**. It also works on Mac, Windows, and Linux.

You may be provided with resources like font files, and you'll need to be able to organize, manage, and activate them in order to recreate a design. To easily manage fonts it is recommended to use [FontBase](#). It will allow you install, organize, activate, and deactivate fonts on your computer as you need them.



This kind of software is commonplace in industry because it will increase productivity when working on projects. You can quickly preview your own text in different sizes, colors, and weights across multiple font families. Then organize them into folders and categories to keep your project sorted.

Zoom

Zoom is a web-based video conferencing tool with a local, desktop client and a mobile app that allows users to meet online, with or without video.

RTV: There will be required class meetings, software demos, and project presentations that will contain a video component. For these meetings, we will use the [Zoom](#) Video conference software.

F2F: All class meetings will be held in-person, but there may be times where you need a 1-on-1 meeting outside of class, or a video demo to highlight how to accomplish something in the project. For that, we will use the [Zoom](#) Video conference software.

Please make sure to create a Zoom account using your Valencia email address and [download the software](#) onto your computer and/or mobile device.

Our class sessions may be audio/visually recorded for students in the class to refer back to. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live.

Need more help? We've created a page on [Zoom Conferencing](#).



Slack

Slack is essentially a chat room for an entire company, classroom, or school that was designed to replace email as the primary method of communication and sharing.

It allows members to organize communications by channels for group discussions and allows for private messages to share information, videos, links, files, and more all in one place.

Students are often encouraged to get additional assistance from the larger Valencia Graphics community.

In order to facilitate this, we have created a Slack workspace for all [Valencia Graphics Students](#). We also facilitate our Virtual Lab Support via slack at [Virtual Lab Support](#).

Need more help? We've created a page dedicated to [How to join Slack](#).



What Web Browser Should I use to access Canvas?

The latest versions of Firefox, Chrome, and Safari are all good choices for working in Canvas.

- Download [Google Chrome](#) 
- Download [Mozilla Firefox](#) 
- Download [Safari](#)  (Mac OS only)

It's a good idea to have more than one browser installed on your personal computer. Many times problems you experience online can be fixed by switching from one browser to a different browser.

"But, I really like Internet Explorer (or Edge) - Why shouldn't I use it with Canvas?" 

Although officially Canvas supports Internet Explorer/Edge, it **DOES NOT work well with Canvas!** You will experience many problems if you use this browser. These problems include:

- course content not opening correctly or showing up at all
- problems submitting assignments (it will say a file is submitted, but it actually doesn't submit)
- not being able to submit quizzes and exams

Firefox, Chrome, or Safari (for Mac users) are the best bets when using Canvas.

Canvas For Your Phone

Students are also encouraged to install the Canvas app on their [Android](#) phone or [iPhone](#) in order to receive mobile notifications and to access your courses via your mobile device. Please note that you cannot participate in the course by phone or tablet only however. This is a computer course.

Technical Skills

Students should consider the [basic computer skills](#) needed to be successful in this course, which include:

- Reading and responding to emails
- Software application skills (PowerPoint, Word, Office365, etc.)
- Internet and library database browsing
- Copying and pasting
- Saving files in different formats
- Working with attachments
- File management



[Canvas 101](#) is a free self-paced course available for students to learn more about using the Canvas learning management system. If you are brand new to Canvas this will help get you acquainted to the course structure. **This is not a required part of this course.**



Spring 2025 Credit Courses



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Student Support Services

Valencia College is committed to supporting students. The college offers various services to meet student needs.

SUPPORT SERVICES:

[Link to CARE Support Resources](#)

[Link to Student Online Resources](#)

[Link to Learning Support Services](#)

[Smarthinking online](#): on-demand student support site (Smart Thinking tutoring)

Valencia College offers a variety of SkillShops, short seminars covering a variety of topics which deal with student success, goals and purpose. To check out Valencia's Skillshop offerings, go to:

<http://valenciacollege.edu/studentservices/skillshops.cfm>

LEARNING SUPPORT CENTERS

Each Valencia campus has a Learning Center that provides resources such as tutoring, writing consultations, and skillshops to students. To locate available resources for the campus closest to you, view the [Learning Support](#) website.

Distance Tutoring & Technology Support at Valencia

You can easily access Valencia's free distance tutoring and tech support from a computer, laptop or mobile device.

Distance tutoring services are provided fully online via Zoom. Through this service, you will receive real-time assistance via a Valencia tutor. Online tutoring is offered in: mathematics, sciences, accounting & economics, computer programming, EAP and foreign languages, and writing.

To get started using the Distance Tutoring and Learning Technology Support services, please visit the [Distance Tutoring page](#). Through this site, you can view the schedule of tutors/tech support assistants, find available times, learn more about the services, and access a collection of supplemental resources that are available 24/7.

STUDENTS WITH DISABILITIES

Valencia is committed to ensuring that all of its programs and services are accessible to students with disabilities.

[The Office for Students with Disabilities \(OSD\)](#) determines reasonable and appropriate accommodations for qualified students with documented disabilities based upon the need and impact of the specific disability. Any student requiring course accommodations due to physical, emotional or learning disability must contact the instructor and provide a Notification to Instructor form by the end of the second week of class. [To obtain a letter of accommodation, contact OSD at 407-582-2229 or click here.](#)

BAYCARE Student Assistance Services

Valencia College strives to ensure all our students have a rewarding and successful college experience. To that purpose, Valencia students can get immediate help with issues dealing with stress, anxiety, depression, adjustment difficulties, substance abuse, time management as well as relationship problems dealing with school, home or work. [BayCare Behavioral Health Student Assistance Program \(SAP\)](#) services are free to all Valencia students and available 24 hours a day by calling (800) 878-5470. If needed, the counselor may refer the student to appropriate resources or to speak face-to-face with a licensed counselor.

BayCare services can also be reached through Video Relay Interpreters, Telecommunications Relay Service (TRS), at (800) 878-5470 or via email at BayCareSAP@baycare.org

LIBRARY

At each campus library, librarians and other qualified staff can assist students with searching and finding items and information, MLA and APA citations, and technologies. The library provides a variety of books, eBooks, online articles, textbooks, DVDs and streaming videos to support course-related research and other learning needs. View the [Library website](#) for more information, as well as the tutorials below:

- [How to Connect to the Library Online](#)

- [How to Access eBooks At Valencia Library](#)
- [How to Access Databases & Articles](#)

COLLEGE LINKS

- [College Catalog](#)
- [Valencia Policy Manual](#)
- [Student Handbook](#)
- [Microsoft Office Instructions for free software](#)
- [Course Support](#): onsite, online tutoring, writing help, etc.

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Student Resources

Below you'll find resources which you may find valuable during your time you're enrolled in Valencia's Graphic + Interactive Design Program

Valencia Graphics

- [Valencia Graphics Website](#)
- [Valencia Graphics Blog](#)
- [Valencia Graphics Students Slack Work Team](#)
- [Valencia Graphics Facebook Page](#)
- [Valencia Graphics Hangouts Facebook Group](#)

GRA Career Program Advisors

Students declared as A.S. Degree-seeking or Technical Certificate-seeking are provided access to Career Program Advisors (on each campus) to help guide them through the process of earning their degree. CPA's can be a huge help navigating college and we suggest students make early and regular check-ins with their campus CPA. Appointments can be made online. Please make certain you email CPA's only from your Valencia College e-mail address and be sure to include your VID.

East Campus

Niurka Rivera
Building 3, room 106f (east)
nrivera4@valenciacollege.edu

West Campus

Angel Valenta
Building 3, room 140 (west)
avalenta1@valenciacollege.edu

Osceola Campus

Roxana Boulou
Bldg. 3 room 319e [osceola]
rboulou1@valenciacollege.edu

Graphic & Interactive Design Labs at Valencia College

East Campus Lab

building 1, rooms 213-215
phone: 407-582-2762

Dennis Santspre
Sr. Instructional Suprt. Sup.
DSantspre@valenciacollege.edu
x 2361

East Lab Hours & Services

- [Virtual Lab Support via Slack](#)
- [Lab Hours](#)

West Campus Lab

building 3, rooms 150 & 151
phone: 407-582-5217

Andy Hamer
PT Instructional Lab Asst.
rahamer@valenciacollege.edu
x 1592

West Lab Hours & Services

- [Virtual Lab Support via Slack](#)
- [Lab Hours](#)

Osceola Campus Lab

building 1, rooms 244 & 246
phone: 407-582-4953

Todd Ribardo
Learning Support Tech Sup. Sr.
tribardo@valenciacollege.edu
x 4147

Osceola Lab Hours & Services

- [Virtual Lab Support via Slack](#)
- [Lab Hours](#)

Graphics Virtual Lab Support

Our Slack workgroup is where you can find help while working remotely. It's where the people you need, the information you share, and the tools you use come together to get things done.

[Join Valencia's Graphics Students Slack Channel](#)[◀ Previous](#)[Next ▶](#)