



| COURSE OUTLINE | | |
|---|---|-------------------|
| TERM: Fall 2026 | COURSE NO: IXD 202 | |
| INSTRUCTOR: | COURSE TITLE: Artificial Intelligence (AI) for Interaction Designers | |
| OFFICE: LOCAL: E-MAIL: @capilanou.ca | SECTION NO(S): | CREDITS: 3 |
| OFFICE HOURS: | | |
| COURSE WEBSITE: | | |

Capilano University is named after Chief Joe Capilano (1854–1910), an important leader of the Skwxwú7mesh (Squamish) Nation of the Coast Salish Peoples. We respectfully acknowledge that our campuses are located on the unceded territories of the səliwətał (Tsleil-Waututh), shíshálh (Sechelt), Skwxwú7mesh (Squamish), and xʷməθkʷəy̓əm (Musqueam) Nations.

COURSE FORMAT

Three hours of class time, plus an additional hour delivered through online or other activities for a 15-week semester. May be offered in an online or mixed-mode format.

COURSE PREREQUISITES/CO-REQUISITES

None

CALENDAR DESCRIPTION

In this course, students explore how artificial intelligence (AI) is reshaping interaction design and everyday digital experiences. Students will develop AI-augmented design skills by utilizing AI-powered design tools. Equally, students will examine current and future AI experiences to design solutions that consider uncertainty and error, and critically assess issues of power, bias, consent, and surveillance. This course examines systems such as conversational agents, recommendation engines and generative AI tools through a human-centred lens. Using low-code tools and vibe coding platforms, students prototype AI-mediated interactions. Guest speakers situate this work within contemporary professional practice in interaction design.

REQUIRED TEXTS AND/OR RESOURCES

Details on recommended texts and readings, if any, will be supplied by the instructor.

COURSE STUDENT LEARNING OUTCOMES

On successful completion of this course, students will be able to do the following:

- Articulate fundamental AI concepts that exist in common/everyday digital experiences.
- Articulate how AI systems can redistribute power and agency between people and institutions.

- Frame AI-enabled features as both UX problems and social issues, with a focus on diverse and marginalized communities.
- Design AI-mediated interactions (AI experiences) using UX artifacts and make explicit where bias or exclusion might occur.
- Produce digital experiences with low-code prototypes (vibe coding).
- Evaluate AI-powered experiences with human-centred criteria such as usability, accessibility, transparency, consent, power, and fairness.
- Articulate AI design choices for AI-mediated interactions (AI experiences) that aim to reduce harm, surveillance, and discrimination while improving inclusion.

COURSE CONTENT

Students should expect to spend at least 4 hours per week on course readings, collaborative projects, and assignments. This time commitment is in addition to scheduled class time.

| Week | Topic |
|------|---|
| 1 | What is AI, really? |
| 2 | AI systems as part of society |
| 3 | Patterns for AI-mediated digital interactions |
| 4 | Data, consent and privacy by design |
| 5 | Prototyping AI flows in visual tools |
| 6-7 | Introduction to vibe coding platforms |
| | Multimodal and agentic experiences |
| 8-13 | Project work: scoping, prototype, testing, iterative design with AI tools |
| 14 | Review (no final exam) |
| 15 | Review (no final exam) |

EVALUATION PROFILE

This course consists of several assignments. No one assignment will be valued at more than 35% of the final grade.

| Assessment | % of Final Grade |
|---------------------------------|------------------|
| Participation & Professionalism | 10-15% |
| Assignments | 50%-90% |
| Quizzes/Midterm | 0%-40% |
| Total | 100% |

Participation & Professionalism

Refer to the IDEA School of Design [Academic Performance policy](#).

Students will be evaluated on their active participation and engagement, accounting for up to 15% of the course grade. The instructor will determine the evaluation criteria for participation, and it cannot be solely based on attendance.

Participation and professionalism can be demonstrated during both synchronous (live) and asynchronous (self-paced) classes through clear verbal and written communication, peer support, giving and receiving constructive critique, sharing work-in-progress, reflection, and an ongoing curiosity about the subject matter.

GRADING PROFILE

| | | | |
|-------------|------------|------------|-----------|
| A+ = 90-100 | B+ = 77-79 | C+ = 67-69 | D = 50-59 |
| A = 85-89 | B = 73-76 | C = 63-66 | F = 0-49 |
| A- = 80-84 | B- = 70-72 | C- = 60-62 | |

Incomplete Grades

Grades of Incomplete "I" are assigned only in exceptional circumstances when a student requests extra time to complete their coursework. Such agreements are made only at the request of the student, who is responsible to determine from the instructor the outstanding requirements of the course.

Late Assignments

Refer to the IDEA School of Design [Academic Performance policy](#).

All late assignments will receive a penalty of a 20% deduction for each period of 1 to 7 days that an assignment is late.

Missed Exams/Quizzes/Labs etc.

Make-up exams, quizzes and/or tests are given at the discretion of the instructor. They are generally given only in medical emergencies or severe personal crises. Some missed labs or other activities may not be able to be accommodated. Please consult with your instructor. Accommodations can be made to honour community needs and traditional practices.

Attendance

Refer to the IDEA School of Design [Academic Performance policy](#).

Students are expected to attend all classes and associated activities. Students who are absent for more than three classes without permission from the instructor may fail the course. At the instructor's discretion, students may be marked absent for arriving more than 15 minutes late, leaving class early without permission, or turning webcams off for extended periods.

Students are responsible for:

- Informing the instructor and division assistant in writing if a class will be missed.
- Maintaining assignment due dates.

Obtaining any missed class materials from their peers. It is not the instructor's responsibility to provide students with instruction that was missed during class time.

English Usage

Students are expected to proofread all written work for any grammatical, spelling and stylistic errors. Instructors may deduct marks for incorrect grammar and spelling in written assignments.

Electronic Devices

Refer to the IDEA School of Design [Student Code of Conduct](#).

Students may use electronic devices during class for course-related purposes only, unless they have a documented accommodation requirement from Accessibility Services. Use of the internet, social media or e-mail during class is limited to program-related work.

On-line Communication

Outside of the classroom, instructors will communicate with students using either their official Capilano University email or MS Teams; please check both regularly. Official communication between Capilano University and students is delivered to students' Capilano University email addresses only. Students and instructors are encouraged to respond to online communications within 2 business days.

UNIVERSITY OPERATIONAL DETAILS**Tools for Success**

Many services are available to support student success for Capilano University students. A central navigation point for all services can be found at: <https://www.capilanou.ca/student-services/>

Capilano University Security: download the [CapU Safe Alert App](#)

Policy Statement (S2009-06)

Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Academic Integrity, Academic Probation and other educational issues. These and other policies are available on the University website.

Academic Integrity (S2017-05)

Any instance of academic dishonesty or breach of the standards of academic integrity is serious and students will be held accountable for their actions, whether acting alone or in a group. See policy and procedures S2017-05 Academic Integrity for more information:

<https://www.capilanou.ca/about-capu/governance/policies/>

Violations of academic integrity, including dishonesty in assignments, examinations, or other academic performances, are prohibited and will be handled in accordance with the Student Academic Integrity Procedures.

Academic dishonesty is any act that breaches one or more of the principles of academic integrity. Acts of academic dishonesty may include but are not limited to the following types:

Cheating: Using or providing unauthorized aids, assistance or materials while preparing or completing assessments, or when completing practical work (in clinical, practicum, or lab settings), including but not limited to the following:

- Copying or attempting to copy the work of another during an assessment;
- Communicating work to another student during an examination;
- Using unauthorized aids, notes, or electronic devices or means during an examination;
- Unauthorized possession of an assessment or answer key; and/or,
- Submitting of a substantially similar assessment by two or more students, except in the case where such submission is specifically authorized by the instructor.

Fraud: Creation or use of falsified documents.

Misuse or misrepresentation of sources: Presenting source material in such a way as to distort its original purpose or implication(s); misattributing words, ideas, etc. to someone other than the original source; misrepresenting or manipulating research findings or data; and/or suppressing aspects of findings or data in order to present conclusions in a light other than the research, taken as a whole, would support.

Plagiarism: Presenting or submitting, as one's own work, the research, words, ideas, artistic imagery, arguments, calculations, illustrations, or diagrams of another person or persons without explicit or accurate citation or credit.

Self-Plagiarism: Submitting one's own work for credit in more than one course without the permission of the instructors, or re-submitting work, in whole or in part, for which credit has already been granted without permission of the instructors.

Prohibited Conduct: The following are examples of other conduct specifically prohibited:

- Taking unauthorized possession of the work of another student (for example, intercepting and removing such work from a photocopier or printer, or collecting the graded work of another student from a stack of papers);
- Falsifying one's own and/or other students' attendance in a course;
- Impersonating or allowing the impersonation of an individual;
- Modifying a graded assessment then submitting it for re-grading; or,
- Assisting or attempting to assist another person to commit any breach of academic integrity.

Sexual Violence and Misconduct

All Members of the University Community have the right to work, teach and study in an environment that is free from all forms of sexual violence and misconduct. Policy B401 defines sexual assault as follows:

Sexual assault is any form of sexual contact that occurs without ongoing and freely given consent, including the threat of sexual contact without consent. Sexual assault can be committed by a stranger, someone known to the survivor or an intimate partner.

Safety and security at the University are a priority and any form of sexual violence and misconduct will not be tolerated or condoned. The University expects all Students and Members of the University Community to abide by all laws and University policies, including B.401 Sexual Violence Policy and B.401.1 Sexual Violence Procedure (found on Policy page <https://www.capilanou.ca/about-capu/governance/policies/>)

Emergencies: Students are expected to familiarise themselves with the emergency policies where appropriate and the emergency procedures posted on the wall of the classroom.

DEPARTMENT OR PROGRAM OPERATIONAL DETAILS

Department policies are provided to all students at the start of the term and available at all times on the online department resource hub. Students can also request a policy by emailing idea@capilanou.ca.

Refer to the following IDEA School of Design policies:

- Academic Performance policy
- Student Code of Conduct
- Plagiarism Policy
- AI Policy