CMPT 363 - D200 User Interface Dsgn

Instructor(s): Victor Cheung

Calendar Objective/Description:
User Interface Dsgn

Instructor's Objectives:
This course introduces students to the art and science of designing usable, useful and enjoyable human-computer interfaces, with an emphasis on user-centered design techniques. By the end of the course, students will be familiar with different user-centered design approaches, understanding user needs, prototyping methods, and interface evaluation techniques. Students will gain valuable knowledge and experience by working on a hands-on design project.

Prerequisites:
see go.sfu.ca

Topics:
- Design Research
- User-Centered Design
- Interaction Design
- Prototyping Methods
- Usability Evaluation

Grading:
Grading to be announced during the first week of classes.

Required Books:
Interaction Design: Beyond human computer interaction, Sharp, H., Rogers, Y., and Preece, J., Indianapolis, IN: Wiley, 2019, 9781119547358, A digital version is available online via the SFU Library

The UX Book, Hartson, Rex; Pyla, Pardha S, Elsevier Science & Technology, 2012, 9780123852410, A digital version is available online via the SFU Library

Recommended Books:

Emotional design: why we love (or hate) everyday things, Don Norman, New York: Basic Books, 2007, 9786613628398, A digital version is available online via the SFU Library

Universal methods of design: 100 ways to research complex problems, develop innovative ideas, and design effective solution, Bella Martin, Bruce Hanington, Beverly, MA: Rockport Publishers, 2012, 9781592537563, A digital version is available online via the SFU Library

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