CMPT 363 - D100 User Interface Design

**Instructor(s):** Parmit Chilana

**SFU Burnaby**

**Calendar Objective/Description:**
This course provides a comprehensive study of user interface design. Topics include: goals and principles of UI design (systems engineering and human factors), historical perspective, current paradigms (widget-based, mental model, graphic design, ergonomics, metaphor, constructivist/iterative approach, and visual languages) and their evaluation, existing tools and packages (dialogue models, event-based systems, prototyping), future paradigms, and the social impact of UI.

**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 in groups on a term-long design project.

**Prerequisites:**
CMPT 225.

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

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

**Recommended Books:**
Interaction Design: Beyond human computer interaction, Sharp, H., Rogers, Y., and Preece, J. , John Wiley and Sons. , 2015, 9781119020752

**Academic Honesty Statement:**
Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies ( http://www.sfu.ca/policies/gazette/student.html ).