Computing Science Course Outlines

CMPT 363 - D100 User Interface Design

Instructor(s): Parmit Chilana

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).