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 ).