CMPT 469 - D100 Spec.Topics/Computer Graphics

Instructor(s): Parmit Chilana

Calendar Objective/Description:
Spec.Topics/Computer Graphics

Instructor’s Objectives:
This course introduces students to different types of user-centered interactive prototyping techniques to design usable, useful and enjoyable human-computer interfaces. Students will get to learn about how to analyze user requirements and use appropriate low-fidelity techniques such as sketching, storyboarding, and wireframing to come up with initial design solutions. Furthermore, students will also learn how to transform their initial design ideas into medium-fidelity and high-fidelity interactive prototypes for a variety of web-based, mobile, and other interactive platforms. Finally, users will learn about how to test their interactive prototypes with end users in different scenarios.

Prerequisites: Please note that CMPT 361 is not required.

Antirequisite: CMPT 363 is an antirequisite (if you have previously taken and/or are currently enrolled in CMPT 363, you cannot take this special topics course for credit)

Prerequisites:
see go.sfu.ca

Topics:
- Guidelines for designing useful and usable user interfaces
- Methods for prototyping interactive interfaces
- Evaluation of Interactive Prototypes

Grading:
Grading will be announced in the first week of class.

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).