CMPT 363 - D100 User Interface Dsgn

Instructor(s): Paul Hibbits

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. It stresses the importance and necessity of effective interaction design techniques and presents current design methodologies and principles across multiple platforms. Students will gain valuable knowledge and experience by working individually and in pairs on a term-long design project. No required textbook - assigned readings will be available on-line.

Prerequisites:
see go.sfu.ca

Topics:
- Design Research
- User-Centered Design
- Interaction Design
- Multi-platform Design
- Visual Design
- Usability Evaluation

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

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).