

COURSE DESCRIPTION

Department and Course Number: COMP 6620

Course Title: User Interface Design and Evaluation

Total Credits: 3

Required: No

Prerequisites: COMP 4640

Class meetings per week: 3 hours

Lab meetings per week: 0 hours

Course Coordinator: Dr. Juan Gilbert

Date Prepared: February 19, 2004

Current Catalog Description:

Theory and practice of designing interfaces for interactive systems, usability engineering techniques; implementing and evaluating interfaces.

Textbooks:

Preece, Rodgers, and Sharp. 2002. *Interaction Design*. John Wiley and Sons. ISBN 0471492787.

References:

Articles and references from conferences, journals, and other resources as appropriate.

Course Objectives:

Gain theoretical knowledge and practical experience in all phases of engineering user interfaces for interactive systems: design, development, implementation, usability evaluation, and the use of user interface development tools.

Prerequisites by Topic:

1. Familiarity with topics in human-computer interaction
2. Proficiency in programming

Topics Covered: (specify number of hours on each)

1. User interface design, process and product (2 hours)
2. Human factors (3 hours)
3. User interaction and design guidance (3 hours)
4. Interaction devices (2 hours)
5. Interaction styles (2 hours)
6. Managing the design process (6 hours)
7. Interaction design (6 hours)
8. Usability engineering (6 hours)
9. Rapid prototyping (3 hours)
10. Formative evaluation (6 hours)
11. User interface development tools (3 hours)
12. Exams (3 hours)

Laboratory Projects: (specify number of weeks on each)
None.

Oral and Written Communications:
None.

Social and Ethical Issues:
None.

Theoretical Content:
None.

Problem Analysis and Solution Design:
Students are presented with analysis and design techniques for engineering effective and usable interactive systems.