Research Seminar Series

Monday, 3 April 2006, 2-2:50pm, Broun 238

User Interface Design and Improving Human Computer Interfaces:
Does fun factor influence learning?

Abstract:
In the area of user interface design, we have worked with many customers to study their problems and existing systems. After study we aided these users by creating useful interfaces or improving their existing design. How do you teach design to someone who does not think they are creative? A second project of interest is visual programming with SimBuilder Squeak, AgentSheets & Alice 3D. Novice programmers such as middle school teachers need some useful tools to create science models to aid them in teaching because interactive models are powerful in delivering information to students. Furthermore, active participation in model creation will also help students learn through exploration and constructivist techniques. We have been working with a group of middle school students and will assess whether visual programming techniques can improve their computer user understanding and general programming knowledge. We are also beginning to explore ways to make more engaging problems and assignments for computer science students with Gaming Technology. Many have reported that gaming and entertainment technology will help to increase computer science enrollment. With the increasing popularity of gaming, our goal is to add a challenging yet entertaining class where it is propelled by the excitement of adversarial and adventure gaming. Our research plans to investigate Gaming Technology, how it effects computer science education and whether gender influences game choice and game design.

Dr. Cheryl Seals
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Reception following in Dunstan Study Lounge