

**Course: CS/PSYC 3750 (Introduction to User Interface Design)**  
**Semester: Summer, 2012 (BCN)**

## **Syllabus (Draft)**

Colin Potts, School of Interactive Computing

### **From the course catalog:**

The human computer interface is considered in terms of user-system compatibility. Concepts in human factors and interface design are covered in relation to capabilities of both humans and computers.

### **Beyond the course catalog:**

This course is meant to introduce you to human centered computing. This mode of design puts the user first and “technology-for-its own sake” second. You will be introduced to design principles which you will be expected to implement in a variety of group assignments. The course introduces you to “real world” working culture where you are given a project and a team with whom to develop it

During this course I hope you will

- find out about human-computer interaction concepts and techniques;
- gain expertise as a designer of interactive technology by getting your hands dirty prototyping interfaces and functions (but not programming or developing the back-end);
- learn that you don't understand yet how to evaluate technology for usability, and come to appreciate that "usability" is a multi-dimensional concept;
- want to change the world so that technology is less daunting for many users.

We will be integrating some of the course activities with LCC 3403, because one of the best ways to learn to design and to evaluate designs is to talk and write critically about the designs of others. You don't have to be enrolled in LCC 3403 to get this benefit, but if you are the ideas discussed here will be reinforced.

The syllabus is divided into the following separate documents:

1. Schedule
2. Assignments
3. Grades and policies

If marked “draft,” these are drafts and will be updated. I will notify you in class and by email announcements of any changes. It's your responsibility to read and understand these documents and to keep them updated.