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:
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.