

# Course Schedule - Fall 2005

## Computer Science

**465 *Princ of User Interface Design*** Credit: 3 or 4 hours.

This is a project-focused course that covers fundamental principles of user interface design, implementation, and evaluation. Students work in small teams on a semester-long project that includes: analysis of the problem domain, user skills, and tasks; iterative prototyping of interfaces to address user needs; conducting several forms of evaluation such as cognitive walkthroughs and usability tests; and implementation of the final prototype. Students from non-technical disciplines may enroll in the course as non-programmers who participate in all aspects of the projects with the possible exception of implementation. Same as LIS 465. 3 undergraduate hours, 3 or 4 graduate hours. Prerequisite: CS 225 or CS 400; or consent of instructor.

CRN	Type	Section	Time	Days	Location	Instructor
43388	lecture-discussion	M3	12:30 PM - 01:45 PM	WF	room 1131 Siebel Center for Comp Sci	Bailey, B
43388: 3 hours						
43389	lecture-discussion	M4	12:30 PM - 01:45 PM	WF	room 1131 Siebel Center for Comp Sci	Bailey, B
43389: 4 hours						