Courses in English
Course Description

Department
07 Computer Science and Mathematics

Course title
Graphical User Interfaces (Master level course)

Hours per week (SWS)
4

Number of ECTS credits
5

Course objective
You build human-centered design skills, so that you'll have the principles and methods to create efficient and usable graphical user interfaces.

Prerequisites
Knowledge in Computer Programming and Software Architectures

Recommended reading
• Designing the User Interface, Ben Shneiderman & Catherine Plaisant, Fourth Edition; Pearson Education, 2005
• Usability Engineering, Jakob Nielsen, Academic Press, 1993
• more resources (papers & book chapters) are given in class

Teaching methods
Interactive Lecture and Lab Sessions

Assessment methods
Exam (60%), Assignments (40%)

Language of instruction
English

Name of lecturer
Prof. Dr. Franz Kurfess, Cal Poly San Luis Obispo, California

Email
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Link
http://users.csc.calpoly.edu/~fkurfess/

Course content
In this course, you will learn how to design technologies that bring people joy, rather than frustration. You'll learn several techniques for rapidly prototyping and evaluating multiple interface alternatives — and why rapid prototyping and comparative evaluation are essential to excellent interaction design. You'll learn how to make paper prototypes and low-fidelity mock-ups that are interactive -- and how to use these designs to get feedback from other stakeholders like your teammates, clients, and users. You'll learn principles of visual design so that you can effectively organize and present information with your interfaces. You'll learn principles of perception and cognition that inform effective interaction design. You'll be able to understand standards and recommendations for good user interfaces.

Remarks
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