CS 3010
User Interfaces
3(3-0-2) 75 Hours
UT-Athabasca University

Prerequisites: CS 2010

Instructor: David Gregg
C 427
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Office Hours: TBA and by prior arranged appointment

Text Resources: Class notes, handouts and assigned readings.
Students are expected to make extensive use of the on-line resources available.

Evaluation:

Assignments	30%
Projects	30%
Midterm Exam	20%
Final Exam	20%

Your final grade, calculated as a percentage, is converted to a letter grade as follows:

90 – 100	A+	
85 – 89	A	
80 – 84	A-	
76 – 79	B+	
73 – 75	B	
70 – 72	B-	
67 – 69	C+	
64 – 66	C	
60 – 63	C-	
55 – 59	D+	
50 – 54	D	minimal pass acceptable for GPRC
0 – 49	F	fail

BlackBoard: Your grades and other course information will be posted on BlackBoard:
blackboard.gprc.ab.ca

Course Description:

This course is an advanced course in user interface design and programming for modern user interfaces. Students will

explore HCI concepts and the numerous user interface features of Java Swing, Win32, DirectX, etc.

Topics include:

- human computer interaction (HCI)
- human performance models
- user-interface architecture
- interactive applications
- Messages, event handling, menus, controls, and dialog boxes, printing, bitmaps, sound etc.
- user-interface software tools
- architectural design pattern
- usability guidelines
- requirements and testing

Course Format:

This course is 3 lecture hours and 2 lab hours per week. When necessary, lab time will be utilized for lecturing on specific Java/algorithmic concepts and features. The remainder of lab time will generally be used as "hands-on" programming time.

Lab Materials:

CD-R disks ,or memory stick (recommended) are required for the lab

Assignment Policy:

Assignments/Projects are to be handed in and/or demonstrated in the scheduled lab on the due-date. Late assignments/projects will be penalized by 50%. Late assignments/projects may not be accepted after the end of classes.