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

University Transfer-Athabasca University, University of Calgary, University of Lethbridge, University of Alberta

Prerequisites: CS 2010

Instructor: David Gregg
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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

Moodle: Your grades and other course information will be posted on Moodle:
moodle.gprc.ab.ca

Course Description:

This course is an introduction to the theory, design, and programming of modern user interfaces. Topics will include: human factors; interaction design; usability; software development with graphical user interfaces (GUI) for computers, game consoles and mobile devices; input and output devices (including game controllers).
Prerequisites: CS2010

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.