DEPARTMENT OF SCIENCE

COURSE OUTLINE – WINTER 2015

CS 3010 – USER INTERFACES 3(3-0-2)

INSTRUCTOR: David Gregg　　　　　　　　　　**PHONE: (**780) 539-2976
OFFICE: C 427　　　　　　　　　　　　　　　　**E-MAIL:** dgregg@gprc.ab.ca

OFFICE HOURS: TBA and by prior arranged appointment

PREREQUISITE(S)/CO-REQUISITE: CS 2010 is the prerequisite for this course.

TEXT/RESOURCE MATERIALS:
Designing Interactive Systems by D. Benyon.
Introduction to Java Programming by D. Liang.
The Design of Everyday Things by D. Norman
Class notes
Please make good use of the on-line resources related to Human Computer Interfaces.
See the CS3010 MOODLE page for additional materials.

CALENDAR DESCRIPTION:
This course is an introduction to the theory, design, and programming of modern user interfaces (GUI) for computers, game consoles and mobile devices; input and output devices (including game controllers).

CREDIT/CONTACT HOURS: 3(3-0-2) This course is 3 credits. The course consists of 3 lecture hours and 2 lab hours per week.

DELIVERY MODE(S): class-room.
When necessary, lab time will be utilized for lecturing on user interface programming. The remainder of lab time will generally be used as "hands-on" programming time. Student grades and course information (notes, assignments, announcements etc) will be posted on the GPRC MOODLE system (moodle.gprc.ab.ca).

TRANSFERABILITY:
UA*, UC, UL, AU. See the GPRC College Calendar and the Alberta Transfer Guide for detailed regarding the transferability of this course.

GRADING CRITERIA:

The following Grading Conversion chart will be used to convert final marks to letter grades.

GRANDE PRAIRIE REGIONAL COLLEGE
GRADING CONVERSION CHART

Alpha Grade	4-point Equivalent	Percentage Guidelines	Designation
A+	4.0	90 – 100	EXCELLENT
A	4.0	85 – 89	
A−	3.7	80 – 84	FIRST CLASS STANDING
B+	3.3	77 – 79	
B	3.0	73 – 76	GOOD
B−	2.7	70 – 72	
C+	2.3	67 – 69	SATISFACTORY
C	2.0	63 – 66	
C−	1.7	60 – 62	
D+	1.3	55 – 59	MINIMAL PASS
D	1.0	50 – 54	
F	0.0	0 – 49	FAIL
WF	0.0	0	FAIL, withdrawal after the deadline

EVALUATIONS:

Assignments   40%
Midterm Exam   20%
Lab Exam   10%
Final Exam   30%

STUDENT RESPONSIBILITIES:

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

assignments may be weighted differently than others. Students will be eligible for a passing grade, only if they obtain 25 out of a possible 50 marks (on exams).

STATEMENT ON PLAGIARISM AND CHEATING:
Refer to the Student Conduct section of the College Admission Guide at http://www.gprc.ab.ca/programs/calendar/ or the College Policy on Student Misconduct: Plagiarism and Cheating at www.gprc.ab.ca/about/administration/policies/ Note: all Academic and Administrative policies are available on the same page.

COURSE SCHEDULE/TENTATIVE TIMELINE:

	Topic
1	Introduction
2	HCI, UX, and IxD concepts
3	User Interface Devices
4	Windowing Systems
5	Midterm
6	User Interface Toolkits
7	Final Exam

The topics above will be covered in a parallel fashion, rather than sequentially