

LEARNING OUTCOMES:

As a result of taking this course, students will gain the ability to:

- discuss and explain how perception, memory and cognition pertain to designing human computer interfaces.
- design and implement user interfaces using modern application programming interfaces (APIs) and toolkits.
- design and implement graphical user interfaces for computers, game consoles and mobile devices.
- design and implement software that interfaces with input and output devices, including game controllers.

TRANSFERABILITY:

University of Alberta *
University of Calgary
University of Lethbridge
Athabasca University
King's University College
Augustana Faculty, University of Alberta

* An asterisk (*) beside any transfer institution indicates important transfer information. Consult the Alberta Transfer Guide.

***Warning:** Although we strive to make the transferability information in this document up-to-date and accurate, **the student has the final responsibility for ensuring the transferability of this course to Alberta Colleges and Universities.** Please consult the Alberta Transfer Guide for more information. You may check to ensure the transferability of this course at Alberta Transfer Guide main page <http://www.transferalberta.ca> or, if you do not want to navigate through few links, at <http://alis.alberta.ca/ps/tsp/ta/tbi/onlineSearch.html?SearchMode=S&step=2>

**** Grade of D or D+ may not be acceptable for transfer to other post-secondary institutions. Students are cautioned that it is their responsibility to contact the receiving institutions to ensure transferability**

EVALUATIONS:

Assignments	40%
Midterm Exam	25%
Final Exam	35%

GRADING CRITERIA: (The following criteria may be changed to suite the particular course/ instructor)

Please note that most universities will not accept your course for transfer credit **IF** your grade is **less than C-**.

Alpha Grade	4-point Equivalent	Percentage Guidelines	Alpha Grade	4-point Equivalent	Percentage Guidelines
A+	4.0	90-100	C+	2.3	67-69
A	4.0	85-89	C	2.0	63-66
A-	3.7	80-84	C-	1.7	60-62
B+	3.3	77-79	D+	1.3	55-59
B	3.0	73-76	D	1.0	50-54
B-	2.7	70-72	F	0.0	00-49

COURSE SCHEDULE/TENTATIVE TIMELINE:

	Topics
1	Introduction
2	Human Computer Interaction (HCI), User Experience (UX), and Interaction Design (IxD) concepts
3	User Interface Devices
4	Windowing Systems
5	Midterm
6	User Interface Design Toolkits
7	Final Exam

Many of the topics above are introduced in parallel rather than sequentially

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 30 out of a possible 60 marks (on exams).

STATEMENT ON PLAGIARISM AND CHEATING:

Cheating and plagiarism will not be tolerated and there will be penalties. For a more precise definition of plagiarism and its consequences, 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 <http://www.gprc.ab.ca/about/administration/policies/>

**Note: all Academic and Administrative policies are available on the same page.

Additional Information :

CS 3010 A3	Instructor	Room	Day	Time
Lecture	David Gregg	G111	Wednesday, Friday	13:00 to 14:20
Lab	David Gregg	G112	Thursday	14:30 to 16:20