

Computer Science 267 : Human-Computer Interaction

How do people interact with computers? And how can we design computer systems that make people's lives better? Students will learn to critique user interfaces using principles based on psychological theories of perception, memory, attention, planning, and learning. Through a semester-long team project, students will practice iterative design including stages of contextual inquiry, task analysis, ideation, prototyping, and evaluation. We will also explore current research on new application areas, design techniques, or interaction paradigms, as well as social implications of computing.

Credits 4