

COURSE DESCRIPTION

The course introduces the concepts of human-computer interaction and user-centered design. Topics include: human information processing, usability principles, user interface paradigms, design of user interfaces, usability engineering. Students will also learn how to develop graphical user interfaces using Visual Studio.

CONTACT INFORMATION FOR INSTRUCTOR

Instructor	Office	Phone	E-mail and Web page	Office Hours
Sophie Quigley	ENG263	7401	cps613@scs.ryerson.ca http://www.scs.ryerson.ca/~quigley/	See instructor web page

ELECTRONIC COURSE INFORMATION

Course Web Site: <http://cps613.scs.ryerson.ca/>

All announcements will be posted at this address.

It will be assumed throughout the course that students are familiar with the contents of the web site, in particular the course policies and are reading the announcements regularly.

TEXT

- [Interaction Design: Beyond Human-Computer Interaction 4th Edition](#) by Jennifer Preece, Yvonne Rogers, Helen Sharp, Wiley, 2015 ISBN: 978-1-119-02075-2. The previous editions of this book are also OK.
- Chapter 2 of "Developing User Interfaces" by Hix and Hartson. Copies of this chapter can be purchased at cost (about \$5-\$10) at the Ryerson bookstore. Ask for the custom printing of "Usability Guidelines" for CPS613.

LECTURES AND LABS

There are 3 lecture hours and 2 lab hours per week in this course. There are two classrooms reserved for each lab: a lecture room and a lab room. Some weeks will be in one classroom and some in the other. Times and location are posted on the course web page at the link "[Schedule of lectures and labs](#)".

EVALUATIONS

See [CPS613 marking scheme web page](#) or reverse of this printout.

TEAM WORK POLICY

60% of the course grade is for team work. The minimum team size is 3 people. All students must be part of a team and participate in the teamwork to pass this course. See course web page for further details.