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ENGR3220 - Human Factors and Interface Design

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Credits: 4 ENGR

Hours: 4-4-4

Required Requisites

Prerequisite(s): ENGR2250

Recommended Requisites

ENGR 2510 or other software development experience recommended

For information contact: Millner, Amon

Course Description

A hands-on exploration of the design and development of user interfaces, taking into account the realities of human perception and behavior, the needs of users, and the pragmatics of computational infrastructure and application. Focuses on understanding and applying the lessons of human interaction to the design of usable computer applications; will also look at lessons to be learned from less usable systems. This course will mix studio (open project working time) and seminar (readings and discussion) formats.

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