Computer Science

CS 465  **User Interface Design**  credit: 3 OR 4 hours.
A project-focused course that covers fundamental principles of user interface design, implementation, and evaluation. Small teams work on a semester-long project that includes: analysis of the problem domain, user skills, and tasks; iterative prototyping of interfaces to address user needs; conducting several forms of evaluation such as cognitive walkthroughs and usability tests; implementation of the final prototype. Non-technical majors may enroll in the course as non-programmers who participate in all aspects of the projects with the possible exception of implementation. Same as LIS 465. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225 or CS 400.

<table>
<thead>
<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
<th>Location</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>43388</td>
<td>Lecture-Discussion</td>
<td>M3</td>
<td>12:30 PM - 01:45 PM</td>
<td>WF</td>
<td>1105 - Siebel Center for Comp Sci</td>
<td>Karahalios, K</td>
</tr>
</tbody>
</table>

Credit Hours: 3 hours

| 43389 | Lecture-Discussion  | M4      | 12:30 PM - 01:45 PM | WF   | 1105 - Siebel Center for Comp Sci | Karahalios, K |

Credit Hours: 4 hours
Restricted to Graduate - Urbana-Champaign.