Class Schedule - Fall 2013

Computer Science

CS 465  **User Interface Design**  credit: 3 OR 4 hours.
A project-focused course covering fundamental principles of user interface design, implementation, and evaluation. Small teams work on a term-long project that involves: 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 as non-programmers who participate in all aspects of the projects with the possible exception of implementation. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225.

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<td>43388</td>
<td>Lecture-Discussion</td>
<td>M3</td>
<td>12:30 PM - 01:45 PM</td>
<td>WF</td>
<td>0216 - Siebel Center for Comp Sci</td>
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Credit Hours: 3 hours

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

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Restricted to MS: Civil Engr - Online - UIUC, MCS:Computer Sci Online -UIUC, MS:Mechanical Engineering -UIUC, NDEG:Grad Nondegree-CE-UlUC, NDEG:Undergrad Nondeg-CE-UlUC, or MCS: Computer Sci Online-UlUC. Restricted to online non-degree, online MCS, online MSME and online MS CE students. Counts toward a certificate in Computer Science. Online & Continuing Education (OCE) restrictions and assessments apply, see http://www.oce.illinois.edu. For more details on this course section, please see http://online.dev.engr.illinois.edu/current-students/course-information/fall-2013-credit-course-offerings. OCE Tuition $1017.00 per Bill Hour, and OCE Fees $50.00 per Bill Hour.