

**CSC 4700s2: Human-Computer Interface Design & Technology**  
Spring 2010

**Instructor:** Asst. Prof. Brygg Ullmer (ullmer@csc.lsu.edu)

**Teaching Assistant:** Qing Huang (qhuang6@tigers.lsu.edu; tentative)

**Class homepage:** <http://wush.net/trac/lsu-hcid/>

Ranging from laptops to supercomputers, cell phones to digital appliances, there are today more computers than humans upon the earth. Human-computer interaction provides the bridges across which humans engage with the digital realm. This course provides both an overview and experience with the design of such interfaces. The course places equal weight on concepts and hands-on projects. Students will complete programming + design projects employing both traditional graphical interfaces; handheld graphical interfaces; and tangible and embedded interfaces (e.g., employing RFID tags, motors, etc.). Programming will be in the Java language, with optional lagniappe (extra credit) in Python.

**Time:** Tue Thu, 10:40-12:00; 201 Tureaud Hall

**Likely lab location:** Middleton Visualization Center

**Grading:**

10%: Homework and quizzes

20%: Midterm exam

30%: Final exam

40%: Projects

P1: Graphical interface design & implementation

P2: Tangible and embedded interface design & implementation

P3: Hybrid/composite design &

**Course text:**

Human-Computer Interaction (Third Edition)

Dix, Finlay, Abowd, and Beale