

CS 3360-001 User Interface Programming

Fall 2016, Sul Ross State University

Instructor: Dr. Kennard Laviers

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Office Hours:

MW 8:00am-9:00am and 1:30pm - 2:00pm

TTH 8:00am-9:30am and 12:30pm - 1:00pm

F 10:00am - 11:00am

Class: *TTH* 9:30 am - 10:45 am BAB 303;

Textbook: **None**

Online Tools: Google Doc's Draw is a free app offered by Google.

Program Learning Objective

1. Understand the fundamental concepts of computer science including algorithms and data structures.
2. Understand modern computer systems, databases and networking.
3. Display an understanding and ability to implement current programming methodologies.
4. Become proficient with systems design based on object-oriented programming.
5. Work as a team in workgroup environments.

Course Objectives

This course will introduce computer science students to the theory and practice of developing user interfaces using MonoDevelop and C# for business applications and the Unity3D game engine for gaming interfaces. Practical concerns will be balanced by discussion of relevant theory from the literature of computer science (graphics, software engineering, and multimedia), cognitive psychology, and industrial design. Students will also participate in individual and group projects to design, implement, and evaluate user interfaces. Students who take this class will:

(a) Develop practical user interface design skills, such as menus, inventory systems

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(b) Develop an understanding of the human side of HCI computing

(c) Understand the significance of historical case studies in order to avoid faulty designs

(d) Learn about future directions in HCI applied to gaming technologies.

Attendance

Any student who accumulates 10 **unexcused** absences (MWF Classes) or 7 **unexcused** absences (MW classes) will be automatically dropped from this course.

Need for Assistance

Qualified students with disabilities needing academic or other accommodations to ensure full participation in the programs, services and activities at Sul Ross State University should contact the Disabilities Services Coordinator, in Counseling and Prevention Services, Ferguson Hall 112, Box C-117, Alpine, Texas 79832. Please notify me before the third day of classes.

Course Policies

Quizzes and assignments must be submitted on time. I have set up rules in Blackboard so that assignments cannot be submitted after the due date.

Academic Dishonesty: Honesty in completing assignments is essential to the mission of the university and to the development of the personal integrity of the student. Cheating, plagiarism, or other kinds of academic dishonesty will not be tolerated and will result in appropriate sanctions that may include failing an assignment, failing the class, or being suspended or expelled. Suspected cases in this course may be reported to Student Life.

Posting of Grades

As soon as assignments, exams, and quizzes are graded, the grades will be posted in Blackboard.

Grading

Letter grades will be determined using a standard percentage point evaluation as outlined below. Please note that this is a tentative schedule and can change. Any changes that happen will be updated in Blackboard. Due Dates for assignments will also be posted in Blackboard.

Grades are derived as:

50% Homeworks/Projects

25% Attendance and participation

12.5% Midterm

12.5% Final

Your final grade will be determined by calculating points based on the following weights:

- A 90 - 100 %
- B 80 - 89 %
- C 70 - 79 %
- D 60 - 69 %
- F < 60%