**CPCR**

**Course**

CSCI 431 Usability Engineering

3.0 FS

Prerequisites: Junior Standing;.

A study of designing and evaluating how people interact with computers and digital interfaces by introducing topics in user experience (UX) and human-computer interaction (HCI).Students learn user-centered design and evaluation methods with hands-on, interdisciplinary projects. including: usability testing, survey design, card sorting, contextual inquiry, wireframing, rapid prototyping, and digital interface design.

2 hours discussion, 2 hours activity, Laptop required

**Comments**

Dropping unenforceable prerequisite and revising the course description to make it more accessible to non-CSCI majors. The changes will encourage more interdisciplinary work and prepare the class to be an (experimental) upper-division pathway course.

**Required In**

None

**Elective In**

CSCI major, CSCI minor, CINS major

**GE SLOs**

Critical Thinking, Active Inquiry, Creativity