

### **SWE 4783: User Interaction Engineering**

#### **3 Credit Hours**

*Prerequisite: SWE 3313 or SWE 4324*

This course covers the basic theories and principles applied to the design of human-computer interfaces. It introduces students to the basic concepts used in designing interactions. It will cover the basic theory and methods that exist in the field. Case studies are used throughout the readings to exemplify the methods presented and to lend a context to the issues discussed. This course will focus on the semiotic engineering approach to human-computer interaction, in which the interaction is analyzed in terms of communication between the designers of the artifact and the user.

### **SWE 4803: Independent Study**

#### **3 Credit Hours**

*Prerequisite: Program Coordinator and Faculty approval*

Independent study/project under the direction of a member of the graduate faculty. Course description will vary.

### **SWE 4994: Agile Development and Prototyping**

#### **3 Credit Hours**

*Prerequisite: ENTR 3001*

This course introduces the essentials of software engineering processes for the engineering and building of a minimum viable product (MVP). The emphasis is on the applicability of Agile processes in the software life cycle and high-fidelity prototyping. Students gain an understanding of the commonly used Agile Scrum, as well as its working mechanics. They will put into practice their knowledge by building MVPs using Agile in the course for scale.

### **SPAN 1001: Elementary Spanish I**

#### **3 Credit Hours**

Introduction to listening, speaking, reading and writing in Spanish and to the culture of Spanish-speaking regions.

### **SPAN 1002: Elementary Spanish II**

#### **3 Credit Hours**

*Prerequisite: SPAN 1001, or by placement, or the equivalent*

Continued listening, speaking, reading and writing in Spanish with further study of the culture of Spanish-speaking regions.