COMP2260 – Week 1 Lecture Notes

Interface

* Good interfaces save time, lives and money
* Ideal interfaces are an extension of sensory systems, with no extra stress/thought required on the user end
* Design for people:
  + tasks/goals/values drive development
  + work with users/talk to experts
  + take advantage of the experiences of others (metaphors, etc)

COMP2260 – Week 2 Lecture Notes

COMP2260 – Week 3 Lecture Notes

COMP2260 – Week 4 Lecture Notes

COMP2260 – Week 5 Lecture Notes

COMP2260 – Week 6 Lecture Notes

COMP2260 – Week 7 Lecture Notes

COMP2260 – Week 8 Lecture Notes

COMP2260 – Week 9 Lecture Notes

COMP2260 – Week 10 Lecture Notes

COMP2260 – Week 11 Lecture Notes

COMP2260 – Week 12 Lecture Notes