

centered

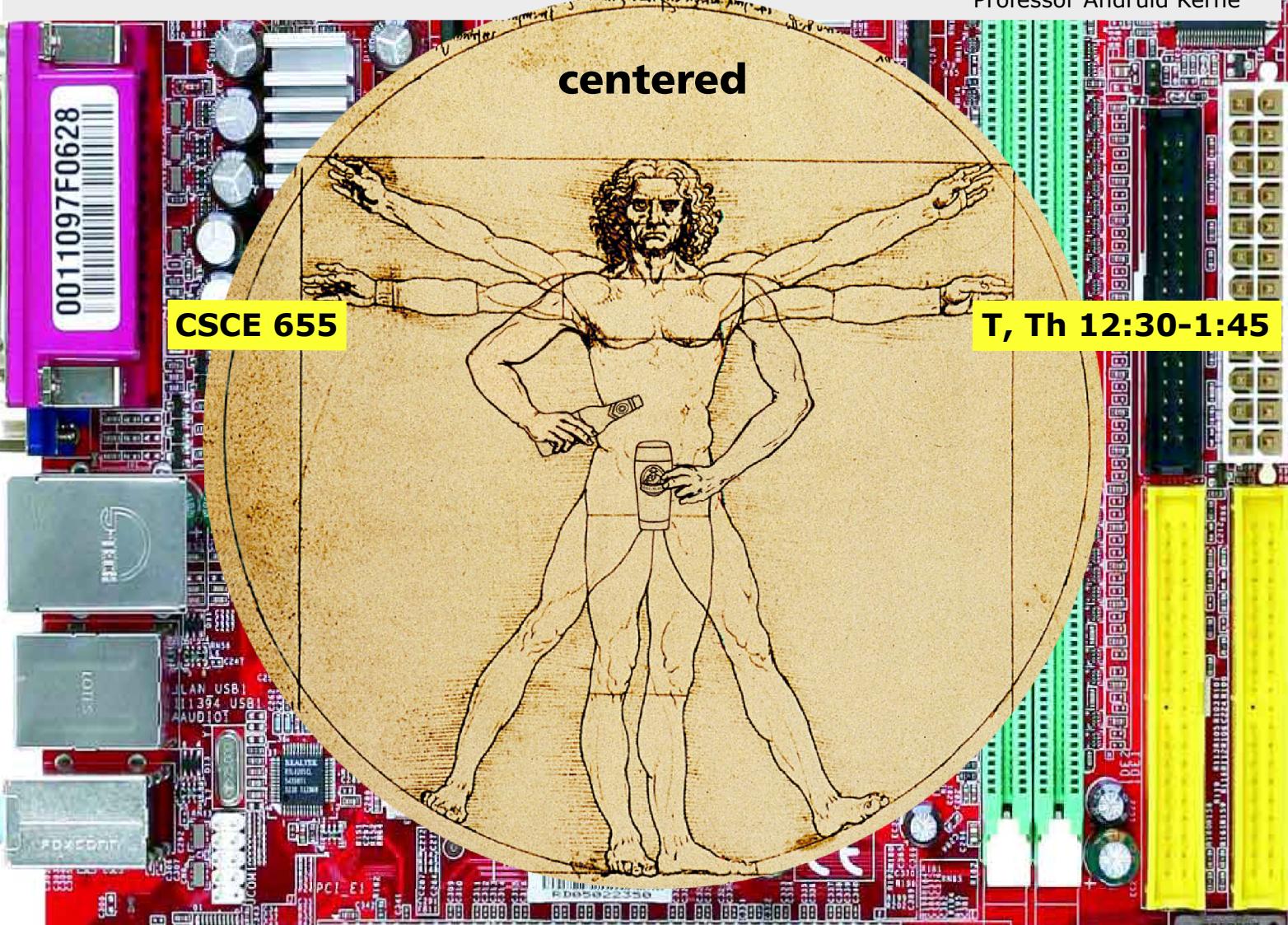
human computing

Professor Andriod Kerne

centered

CSCE 655

T, Th 12:30-1:45



We develop the role of computing in human terms, as communication, through interaction. This is a foundational methods course.

We gather and analyze data to drive the conceptualization, design, and development of computing systems. We use computing to create new forms of human experience. We investigate social processes, games, creativity, and location- and context-aware systems. We engage in iterative design and prototyping processes, gathering and responding to human data. We learn visual media design, considering principles of color theory, space, and layering. We engage principles of information structure and visualization. Quantitative and qualitative evaluation methods inform design and provide validation.

We develop techniques for graphical user interface programming, including object-oriented approaches to animation and games. We investigate multi-touch, information visualization, and GPS . We create and evaluate interactive projects.