



 Search



Genie James Arsenal



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HCI 101 - Human Computer Interaction
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Course Description

This course introduces fundamental principles for designing and analyzing interactive systems. Topics include user-centered design, human cognitive and physical abilities, prototyping and evaluation techniques, and graphical design fundamentals. The course also reviews emerging areas of HCI research including mobile interaction, augmented-reality, multi-touch interaction, tangible interaction, and ubiquitous computing. The course project requires students to work in teams to design and test a user interface using Figma, HTML, CSS, and JavaScript.

LECTURE 1: (write here the topic)

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DASHBOARD EXAM

- HCI - PRELIM EXAM
- HCI - MIDTERM EXAM
- HCI - SEMI EXAM
- HCI - FINAL EXAM

QUIZ

- QUIZ # 1
- QUIZ # 2
- QUIZ # 3
- QUIZ # 4

ACTIVITIES

- ACTIVITY #1
- ACTIVITY #2
- ACTIVITY #3
- ACTIVITY #4