Default Report

CS185 -- Human-Computer Interaction -- Student Information Form

April 3, 2018 4:23 PM PDT

Q1 - Name:

Name:
Ben Zhu
Morten Lie
Anders Haver Vagle
Angel A Rivera
Stefana Gloginic
Ziheng Song
Arad Reed
Iris Xu
Giovanni Dominguez
haowen zhang
Alexander Wu
Laura Anthony
Chandler Forrest
Dennis Fong
Issac Holguin
Jake Guida
William Berman
Michael Amalfitano
Lei Xu
Angela Yung

gJames Yan

Janavi Kumar

Yuan Yao

Natasha Lee

Jacky Zheng

Jocelyn Parong

Marco Simone

Tim Liew

Tenzing Sherpa

Chantel Chan

Ryan Tse

Zeyu Zhu

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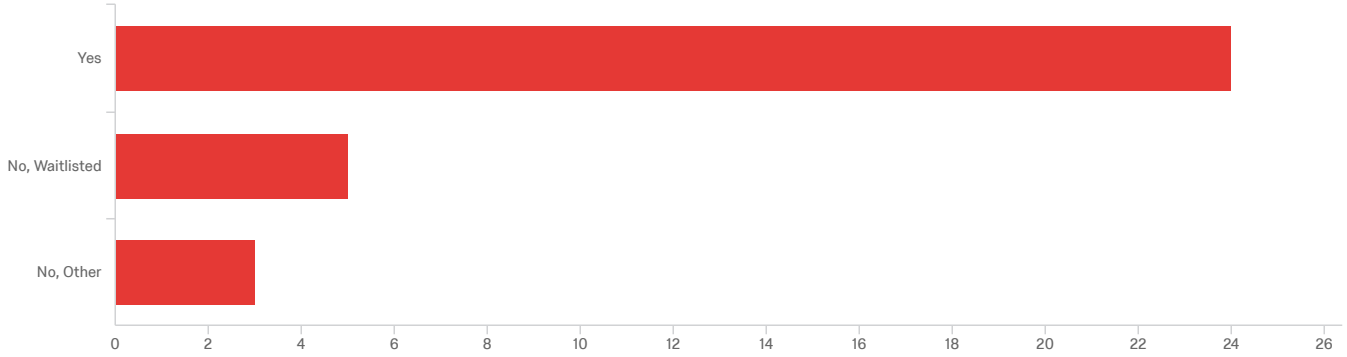
Q2 - Are you already enrolled in this course?



#	Field		Choice Count
1	Yes	75.00%	24
2	No, Waitlisted	15.63%	5
3	No, Other	9.38%	3
			32

Showing Rows: 1 - 4 Of 4

Q3 - Preferred email address

Preferred email address
benzhu611@gmail.com
morli@umail.ucsb.edu
avagle@umail.ucsb.edu
angelrivera4213@gmail.com
stefana.gloginic@gmail.com
zihengsong@umail.ucsb.edu
aradreed@umail.ucsb.edu
irisxu@umail.ucsb.edu
giovannidominguez@umail.ucsb.edu
haowen@ucsb.edu
alexander.wu7@gmail.com
lanthony159@gmail.com
chan4est@gmail.com
dfong@umail.ucsb.edu
ijh@ucsb.edu
jlguida@umail.ucsb.edu
WLBberman@gmail.com
amalfitano@umail.ucsb.edu
lei_xu@umail.ucsb.edu
ayung@umail.ucsb.edu
jamesy2971@yahoo.com
jnkumar11@gmail.com

yuanyao.us@gmail.com
natashalee@umail.ucsb.edu
jackyzheng@umail.ucsb.edu
parong@ucsb.edu
marcosimone@umail.ucsb.edu
tmliew@umail.ucsb.edu
ttsherpa@umail.ucsb.edu
ctc@umail.ucsb.edu
tse@ucsb.edu
zzhu@umail.ucsb.edu

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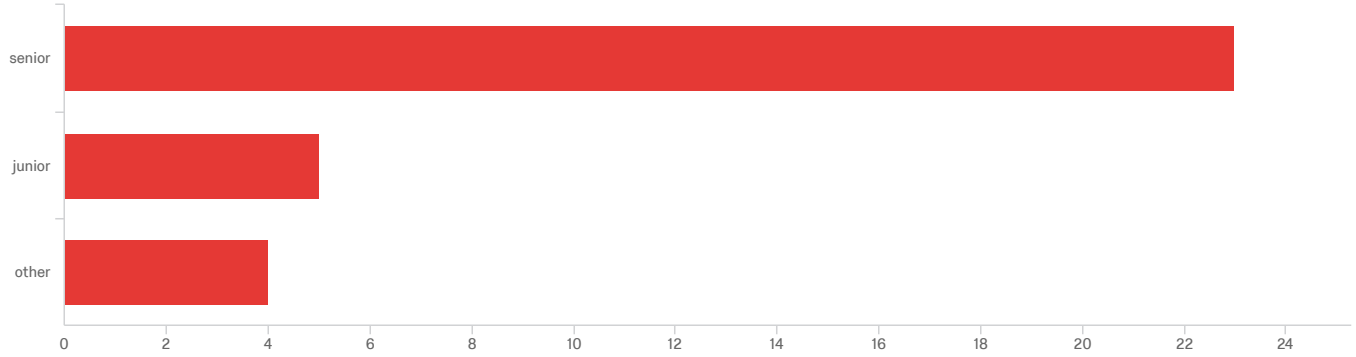
Q4 - Year?



#	Field		Choice Count
1	senior	71.88%	23
2	junior	15.63%	5
3	other	12.50%	4
			32

Showing Rows: 1 - 4 Of 4

Q5 - Program / Major(s)

Program / Major(s)
Computer Science
Cybernetics
Cybernetics & Robotics
Computer Science
CS
Computer Science
Computer Science
CS
Computer Science
Computer Engineering
Computer Science
Computer Science Major / Art Minor
Computer Science
Computer Engineering
Computer Science
Computer Science
CCS Computing
Computer Science
Master / Computer Science
computer science
Computer Engineering
Computer Science, Statistics

Computer Science
computer science
Computer Science
3rd year grad student in Psychological and Brain Sciences
CS
Computer Science
Computer Science
Computer Engineering
Computer Science
Computer Science

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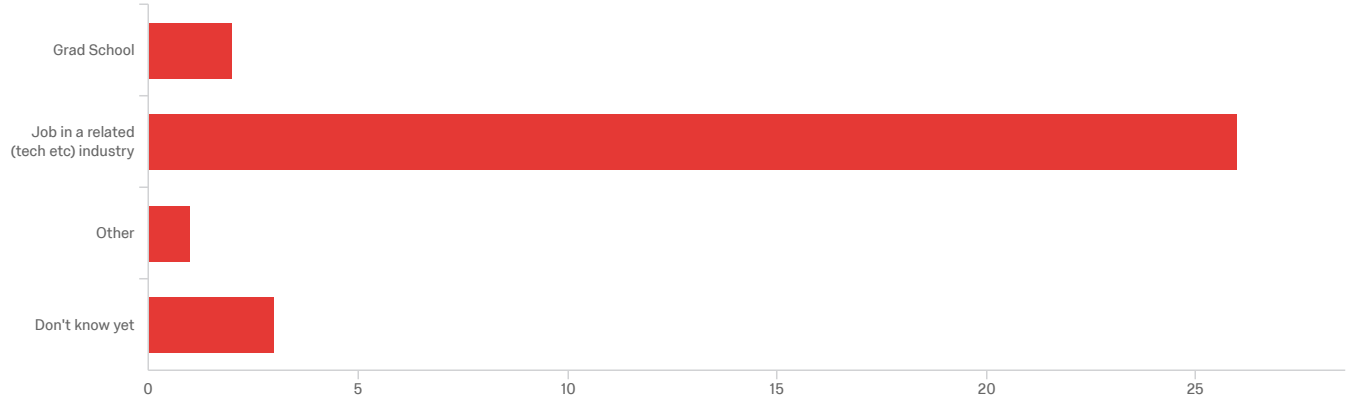
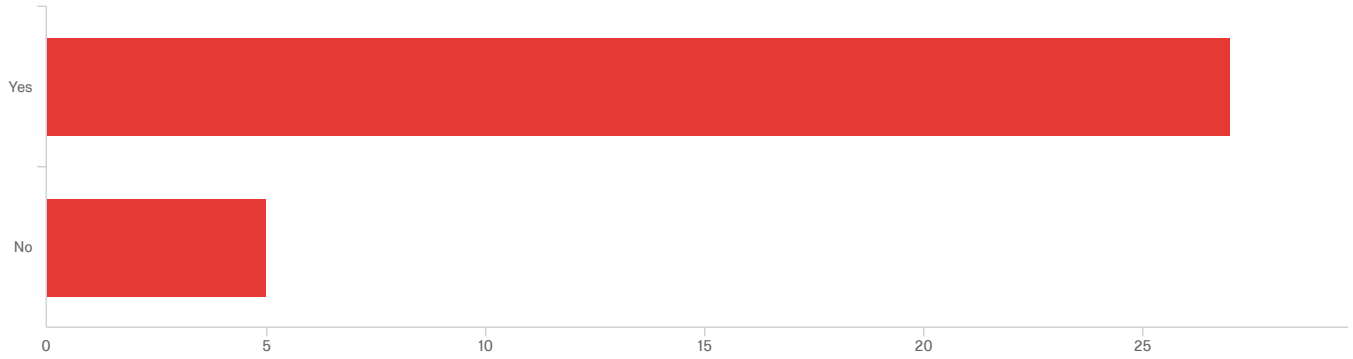
Q6 - Plan after college / graduation?



#	Field		Choice Count
1	Grad School	6.25%	2
2	Job in a related (tech etc) industry	81.25%	26
3	Other	3.13%	1
4	Don't know yet	9.38%	3
			32

Showing Rows: 1 - 5 Of 5

Q7 - Do you have an Engineering Unix account yet?



#	Field		Choice Count
1	Yes	84.38%	27
2	No	15.63%	5
			32

Showing Rows: 1 - 3 Of 3

Q8 - if yes, please enter the UNAME for the account (e.g., jod@cs.ucsb has UNAME 'jod')

if yes, please enter the UNAME for the account (e.g., jod@cs.ucsb has UNA...
metomario
angel00
stefanagloginic@umail.ucsb.edu
zihengsong@csil.cs.ucsb.edu
aradreed
irisxu@cs.ucsb.edu
giovannidominguez
haowen
alexanderwu
lanthony
chandlerforrest@cs.ucsb.edu
dfong
ijh
jlguida
william_berman
amalfitano@cs.ucsb
lei_xu
ayung
jkumar
yuanyao00
natashalee

jzheng1126@cs.ucsb
marcosimone
ttsherpa
ctc
ryantse
scottzhu

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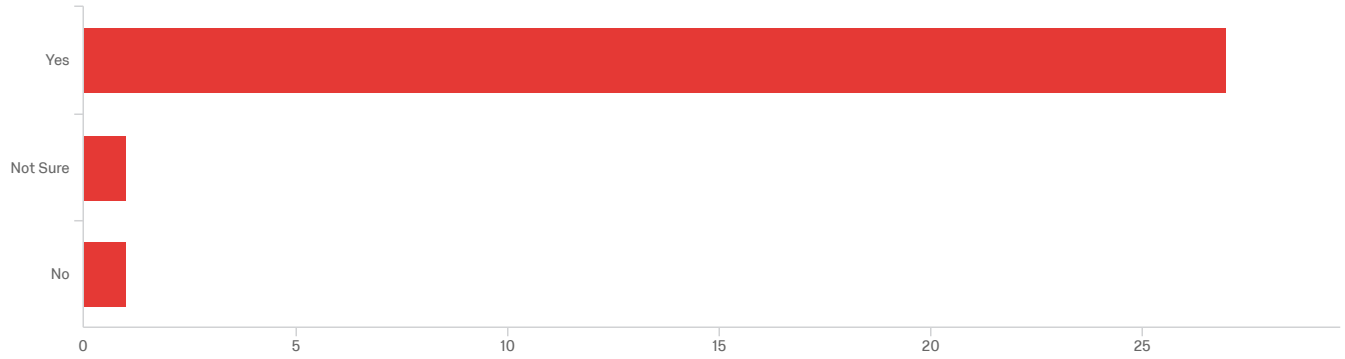
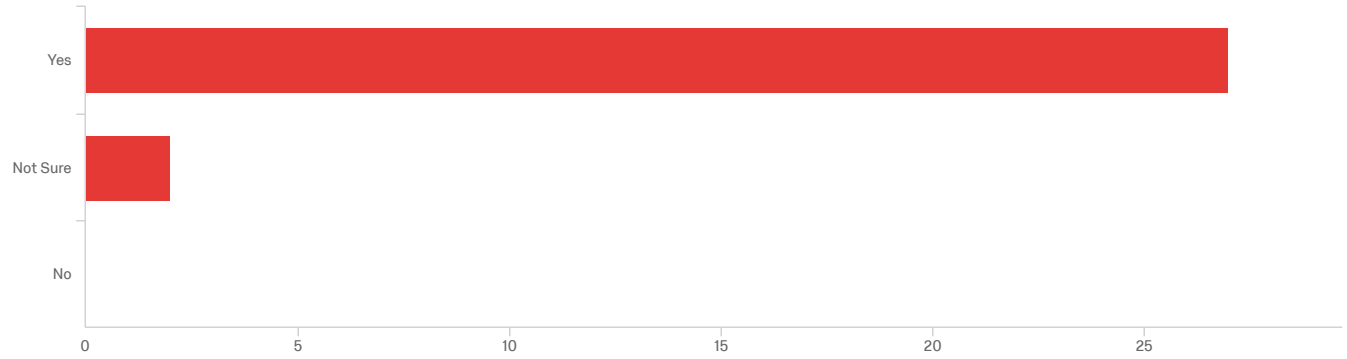
Q9 - Is your account currently active?



#	Field		Choice Count
1	Yes	93.10%	27
2	Not Sure	3.45%	1
3	No	3.45%	1
			29

Showing Rows: 1 - 4 Of 4

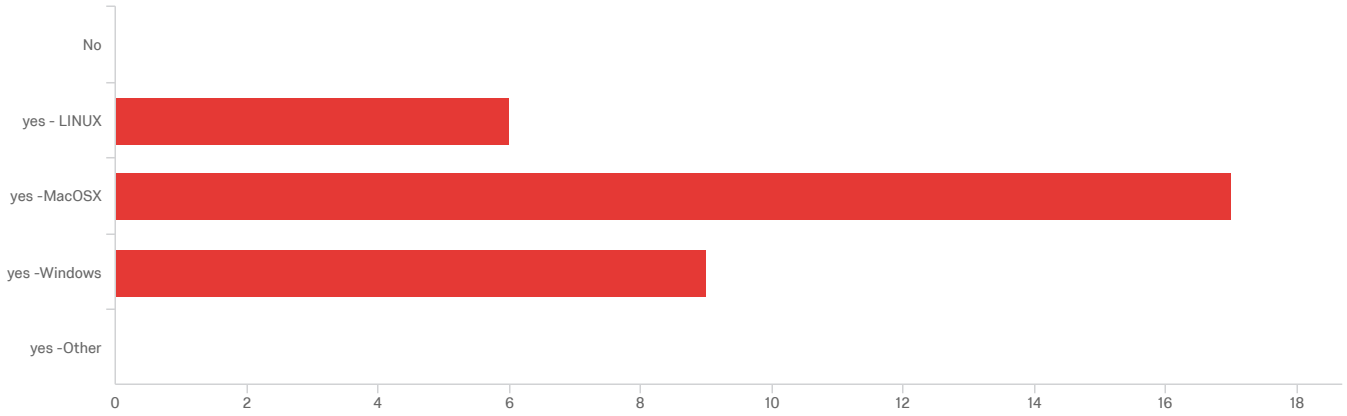
Q10 - Does your Engineering Unix account give you access to CSIL?



#	Field		Choice Count
1	Yes	93.10%	27
2	Not Sure	6.90%	2
3	No	0.00%	0
			29

Showing Rows: 1 - 4 Of 4

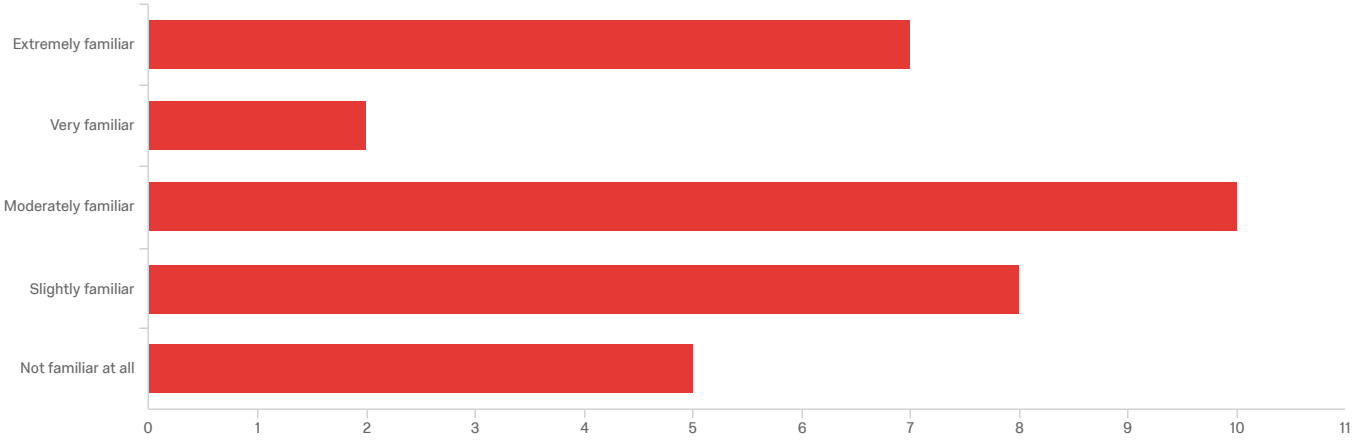
Q11 - Do you have access to a computer, apart from the one in the CSIL lab?



#	Field		Choice Count
1	No	0.00%	0
2	yes - LINUX	18.75%	6
3	yes -MacOSX	53.13%	17
4	yes -Windows	28.13%	9
5	yes -Other	0.00%	0
			32

Showing Rows: 1 - 6 Of 6

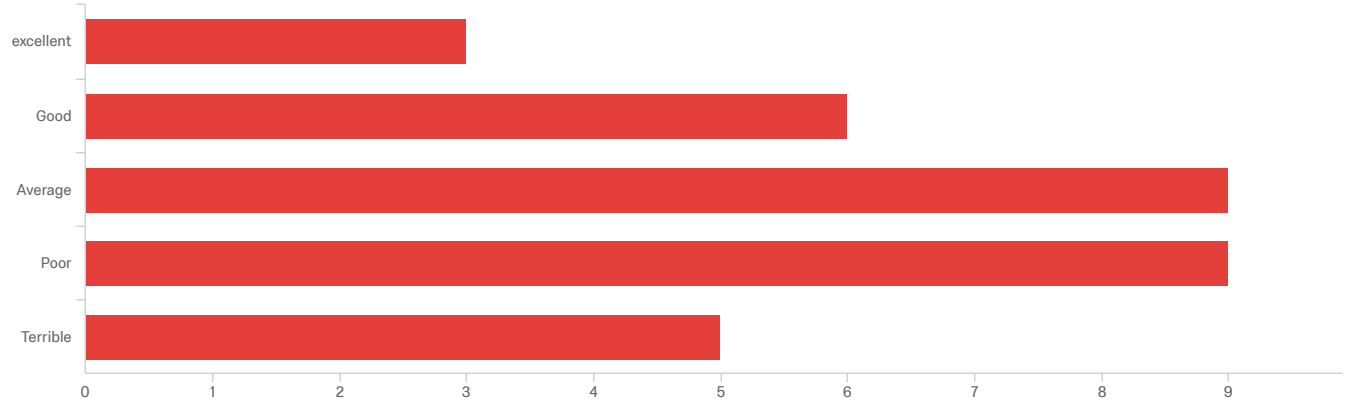
Q14 - How familiar are you with web programming (Http, servers, html, css, js etc...)



#	Field		Choice Count
1	Extremely familiar	21.88%	7
2	Very familiar	6.25%	2
3	Moderately familiar	31.25%	10
4	Slightly familiar	25.00%	8
5	Not familiar at all	15.63%	5
			32

Showing Rows: 1 - 6 Of 6

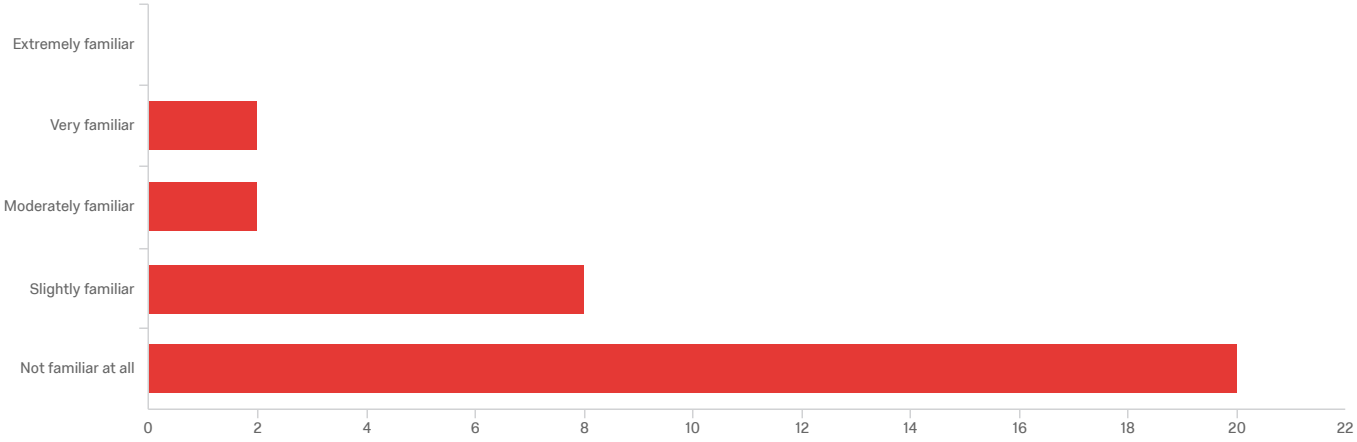
Q12 - How would you rate your ability to program in Javascript?



#	Field		Choice Count
1	excellent	9.38%	3
2	Good	18.75%	6
3	Average	28.13%	9
4	Poor	28.13%	9
5	Terrible	15.63%	5
			32

Showing Rows: 1 - 6 Of 6

Q13 - How familiar are you with D3 or related frameworks?



#	Field		Choice Count
1	Extremely familiar	0.00%	0
2	Very familiar	6.25%	2
3	Moderately familiar	6.25%	2
4	Slightly familiar	25.00%	8
5	Not familiar at all	62.50%	20
			32

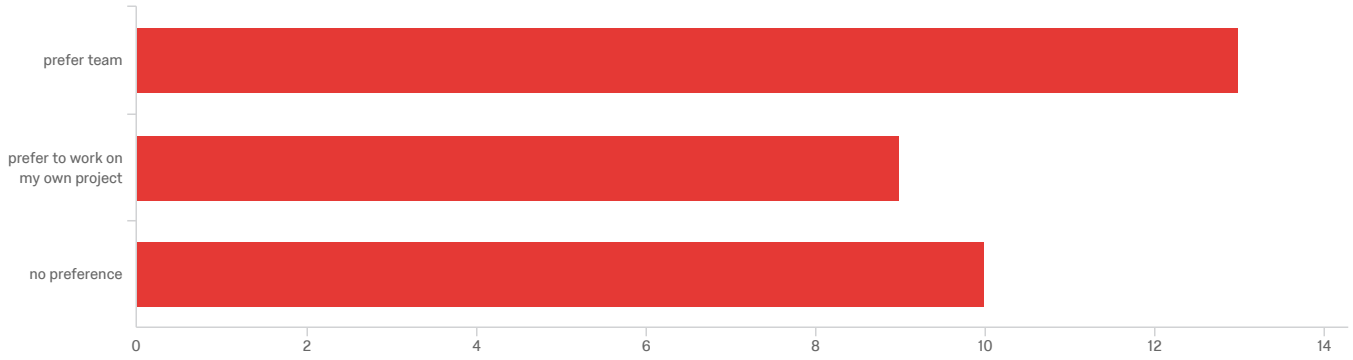
Showing Rows: 1 - 6 Of 6

Q15 - Please list the previous CS classes that you have taken

Please list the previous CS classes that you have taken
CS130A Data Structures & Algorithms I; CS130B Data Structures & Algorithms II; CS181B Intro to Computer Vision; CS184 Mobile App Development; CS111 Intro to Computational Science
Algorithms and data structure, Computer vision, C++, Python, Real time programming
Introduction to IT (Python), Object-oriented programming (C++), Real-time programming (Erlang, C), Algorithms and datastructures
CS165A , CS189A/B, Intro to Networking, CS170,
Capstone 189A/B, Algorithms A & B, Java Programming (CS 56), Artificial Intelligence, Operating Systems, C++ Programming (Basic Data Structures Intro), Intro to Networking, Projects Class (CS 48)
CS130A, CS130B, CS174A, CS176A, CS181
CS 184, CS 130A, CS130B, CS 181, CS176A, CS176B
Just the general core classes (C++ programming, algorithm/data structure, automata/formal languages)
CS 190I(Android Programming), CS 176, CS 130
algorithm, data structure, operating system, Android development
cs130a, cs130b, cs165b, cs176a, cs171, pstat131
CS 176A & 176B, CS 130A & 130B, CS 138, CS 111
Operating Systems, Mobile Applications Programming, Programming Languages, Parallel Scientific Computing, Data Structures and Algorithms
Data Structures and Algorithms, Computer Vision, Distributed Systems, Databases, Computer Architecture
130A/B, 176A/B, 190i
130A, 130B, 154, 177, 176A, etc...
graphics, vision, C++, JAVA ...
distributed systems, networking, data structures and alg, machine learning, programming languages, formal languages and automata
CS 189A-B (Capstone) , CS 130A (Data Structures), CS 176A (Networking) , CS 165A (Artificial Intelligence), CS 171 (Distributed Systems), CS 170 (OS)
All lower div required classes, Artifical Intelligence, Data Structures & Algorithms, Computer Vision, Computer Security, Cryptography
data structures, mobile application, programming for allosphere
none

130a/b, 140, 154, 138, 170, 165a, 160,
CS130A,CS130B,CS165B,CS177,CS176,CS171,CS170
CS165A, CS130B, CS130A, CS176A, CS176B, etc.
8, 16, 24, 32, 40, 56, 130A, 130B, 165A, 170, 171, 176A, 181B
Databases, Networking, Distributed Systems, Computer Architecture, Operating Systems
CS180 CS184

Q16 - For project assignments in this course, would you prefer to work alone or in a team? (assuming that complexity / workload is balanced based on team size)



#	Field		Choice Count
1	prefer team	40.63%	13
2	prefer to work on my own project	28.13%	9
3	no preference	31.25%	10
			32

Showing Rows: 1 - 4 Of 4

Q17 - What is your favorite programming language, and why?

What is your favorite programming language, and why?
C# .NET Framework is awesome
Matlab for prototyping, because it is very simple and easy to debug in. I also like C++.
C++ as I have the most experience in it. I also like Python for its simplicity
JavaScript, asynchrony and prototypical inheritance
Javascript. Javascript is very flexible and many fantastic libraries have been created using javascript that I feel have made design implementation process much faster and more efficient (Ex: React.js & React Native or Angular)
java, easy to implement
Ruby because it is simple and intuitive to create a running product
C++ because I am most comfortable with it.
Java just because it is what I have been using the most.
python. Because it is easy and powerful.
python. High-level general purpose language. Strong for data science.
C/C++ because I am most familiar with it (been forced to use it in most CS classes at UCSB).
C++ because it's what I'm most familiar with and it's a bit more 'hardcore' than Java
Java because of object oriented principles and experience in building web services using Java Spring
Java, I run into less errors, I like the garbage collection, objects are pretty cool
I enjoyed Kotlin when I used for a small project. I am not very well versed in it but it was very fun to mess around with.
Javascript/Typescript written functionally. You can write really, really good code in js if you understand a few basic principles of functional programming. Bad js is really bad though.
C++ because I am most familiar with it from coursework
C++, can program cool graphics effects for games
c++, I am most familiar with it
Javascript, Able to accomplish a lot more with API's and feels more fluid/dynamic compared to older languages
C++ & R because of familiarity

Java. it is the language I know the best and it is very clear
c++, I'm most familiar with it
Python for versatility and quickness of deployment
c, I know what is happening under the hood
python because it is simple to use and common
Javacript because I am interested in creating web and mobile applications
MATLAB, I enjoy using it for image processing, and it's very easy to understand where my errors are.
C, low-level programming gives greater control over performance.
C++, High efficiency compared to some, and easy to use compared to some other.

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Q18 - What other programming languages have you used

What other programming languages have you used
C++ Java Python Matlab
C++, Python, Matlab, C
MATLAB, Erlang, C, ActionScript, G (Labview)
Java, C, C++, Scala, Python, VBScript, Bash
Node.JS, React.JS, React Native, Redux, Lodash, JQuery, HTML, CSS, Javascript, Python, C++, .NET, Java, Assembly Language (MIPS), XML
c++
Primarily C++, Java, and Python but also touched other languages
Python and MATLAB
C++, C, python, R
java, javascript, c++
R, C++, Java, Ruby, JavaScript
java, scala, prolog, javascript, HTML, CSS, python
Java, Haskell, Python, C
Javascript (Node.js, React Native, AngularJS), Python, C#, C++
C, C++, Python, JS
C++, Java, Python, Scala
Haskell, lisp, ruby, go, python, java, c++, c
Java, Python, Haskell
Java, Python, C#, Javascript, Ruby, Julia
python, java, c#, matlab
Python, C++, PHP, Java, SQL, HTML, CSS
C++, JAVA, MATLAB, HTML, CSS, R, Python, C, JAVAScript, SAS(certified), Scala, SQL

C++, Haskell, Swift
c, python, java
C++, Java, Javascript, Golang
c++, c#, java, python
java, javascript, golang, c, c++, c#
Java, C++, Python
Java, C++, Python
C++, Java, Python, Javascript, HTML, PHP, CSS, MIPS Assembly
C, Java, Python, some script language

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Q19 - What is/was the biggest programming project that you have undertaken? Please provide a description, including the number of lines of code that you wrote for it.

What is/was the biggest programming project that you have undertaken? Plea...
Multiple elevators working, communicating over internet. Number of lines ~1500.
Did a project in Erlang where I, with one partner, programmed a system of elevator models that were to work in a network (distributing and executing orders etc). 1000+ lines of code.
For the capstone senior project , the project was a utility tool for ISP technicians that displayed network statistics using specialized tools for routers such as Iperf3 and a propriety program called the Video Stream Analyzer. I wrote a little over 2500 lines of code.
There are several that are consistent in size..however one was my capstone project in which I designed and implemented the entire Rest API using Node.js and MongoDB. This was about 5000 lines of code. Another example that is more related to UI development is the chrome extension I designed in my internship at Yahoo Sports. Link here: https://chrome.google.com/webstore/detail/yahoo-sports-oneclick/higogmgapadcfllkpjalnkhkgiifncob?hl=en-US This was about 5000 lines of code as well
A database stock program which could handle simple transactions of stocks in the system. About 2000 lines.
Recently, I attempted to create a BitTorrent client in Python that was about 200 lines long (incomplete). I've also created Android applications and mobile games that were also hundreds of lines long
Implementing Prim's and Dijkstra's algorithms, each took about 200-300 lines of code
Application for android designed for college students to host events locally based on google maps api. Around maybe 1000 lines of code as a group project.
A online platform for selling stickers. I contributed over 2000+ lines in this team.
cs171 final project: implementing paxos for consensus between multiple processes. Socket programming with python. ~300 lines of code
Linux Operating System project for CS 170 - implemented basic functions of the linux operating system. 5,000+ lines of code
KOS. It's a simple Linux-like operating system where we had to implement Linux system calls and allow users to load and execute their own simple programs. It was around 4000 lines of code written.
Mobile application for senior project to perform OCR on documents (purchase and sales orders) to match between enterprise customers. ~5000 LOC
An android application that was a forum app for UCSB Students, approx 1400-2000 lines
In one of my classes I had to design and implement a text predicting trie tree. I truly don't remember how many lines of code it was but it was long.
I built a website that is now being used for threat analysys of a quarter of the us' powerstations. It would be thousands of lines. I'm not sure the total size.
CS48 Android app where I wrote several hundred lines of code. It was a messaging app that translated all incoming messages to the user's preferred language.

A software graphics renderer. By calling the OpenGL API and realizing my own graphics pipe line to render a maze game.

distributed systems, where we implemented paxos agreement. I'm not sure about lines of code

CS 189A-B Capstone Project, We worked with Workday on Creating a mobile web app and android app for the company that would replace access cards. We had to write minimum 50 lines of code a week

2000+ lines of code for internship project concerning writing code for LIDAR systems

GoGaucho, a UCSB student app both on iOS and Android

operating systems project, wrote about 1000 lines of code in c for a small linux clone operating system

CS170 OS project, ~ 2000 lines

framework/diagnostic tool for hp, ~6000 lines

Coding KOS, a simple command line OS which probably consisted of a thousand lines

Created a Blogging Website

In my Capstone, my four team members and I created a housing-search mobile app that allows users to like or dislike properties based on their background check score and preferences. I would approximate that I wrote ~750 lines of code for that project.

Student Management Software, 50k+

A graphical game written in C++ with SFML for CS48, worked in group of 4, about 4000 lines total.

Q20 - What is your favorite OS, and why? (one or two key reasons is fine)

What is your favorite OS, and why? (one or two key reasons is fine)
Windows, familiarity, gaming compatibility
Windows for daily use, Linux for programming - Because it has built in g++ and gcc compilers.
Windows, mostly due to habit. OSX often disappoints me by not having the same options that I am used to from Windows. Have used Linux (Ubuntu) for some projects, liked it a lot
Ubuntu (Linux) , freedom, accesibility
Not sure. I like MacOS because I feel it is simple to use
MacOS. Easy to use.
MacOS because of the Unix background but better graphical interface than typical Linux distros
MacOS because I've been using it ever since high school and I am the most comfortable with it.
MAC OSX. Due to its combination of simplicity and design.
Linux for laptop / iOS for iPhone. Because they are easy to use.
Ubuntu. I'm used to bash command-line. Seems to boot faster than Windows.
Linux. Familiarity and simplicity.
MacOS since it's Unix-based
MacOS because it's a UNIX based
OSX, great interface and navigation
Android. It is incredibly smart and intuitive. Much more so than any other OS i've interacted with.
Any linux or other opensource distro. They don't treat you like a child
macOS because of its ease of use
MacOS, Simple ,Clear, Safe
windows, because I am most familiar with it
Linux/Ubuntu, It's just the easiest one when deploying code compared to windows. I've never owned a MacBook so wouldn't know of the benefits of one.
no preference

MacOS. Because I think it is simple to use and good looking

mac os, it's the most user friendly and i've grown up using mac os

Linux, too used to command line interface, more versatility than OSX

Linux, for the tools and better cli

mac because it is simple, relatively intuitive to use, and is unix based

Windows because I have been used to it for a while when creating single page applications.

Mac, the interface is easier to learn to use

MacOS, mature ecosystem and refined UI.

Windows Phone 8. The OS have a great GUI.

Q23 - What UI / Design toolkits have you used in the past?

What UI / Design toolkits have you used in the past?
N/A
Visual basic, Matlab, Rockwell software,
None
ReactJS, android SDK,
Not sure what you mean by toolkits, but I have used libraries like React Native, React.js, JQuery to make UI development processes faster and more efficient. I've used Node.js for its package installer. Then I have used varying libraries or projects on github for example the Carousal Widget..
java GUI
Android Studio and iOS development's storyboard. Visual Studio
None
Not sure.
Adobe family
N/A
Android studio XML
React, React Native, AngularJS
Android Studio
I am familiar with Google's Material Design Guidelines and love keeping up with all of its developments and changes. I think it is the most cohesive, intuitive and dashing design scheme.
Bootstrap
None
n/a
Photoshop, OneNote
-
Sketch
opengl

iOS, d3.js, chart.js
None
n/a
Sketch, Balsamiq Mockups, Xcode Storyboard, Bootstrap, Semantic UI, Foundation
Android Studio.

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Q24 - What is your favorite developer environment, and why? (one or two key reasons is fine)

What is your favorite developer environment, and why? (one or two key reas...
MS Visual Studios, very integrated and powerful, good UI
Matlab, debugging and built in libraries.
Visual Studio. Easy to manage projects and maintain a good overview of code and files
Sublime , the packages that can be added. The UI
Sublime Text 3
Eclipse. Easy to use.
Android Studio is very nice because it has everything needed for Android development and good features. For typical scripting, I just like TextMate
Xcode, it is the only one that I've used. I like that it is specific to Macs.
Visual Studio Code
Sublime Text. Fast. Extensible.
Atom - clear layout
Just a text editor and terminal because it's simple
Java developer environment with Maven to build because there's a lot of plugins for enforcing coding standards and building/testing
IntelliJ, interface is nice and I like how easy it is
I like IntelliJ IDE because of its fantastic auto-complete
Emacs and a shell (bash). Emacs is the best piece of software ever developed.
Visual Studio, Comprehensive
sublime, because it is simple
Jet Brain IDE's or Sublime, Just really clean and powerful to use
no preference
vscode, there's a lot of customization and it works well with all types of projects

Sublime with Vim plugin. Simple but easy to read
for c, make files and scripts because I like automation
python because of the simple command line REPL
Visual studio because libraries and snippets make coding easier.
n/a they are all a pain to work with
Sublime Text, I don't need to much cruft for my development environment.
Android Studio

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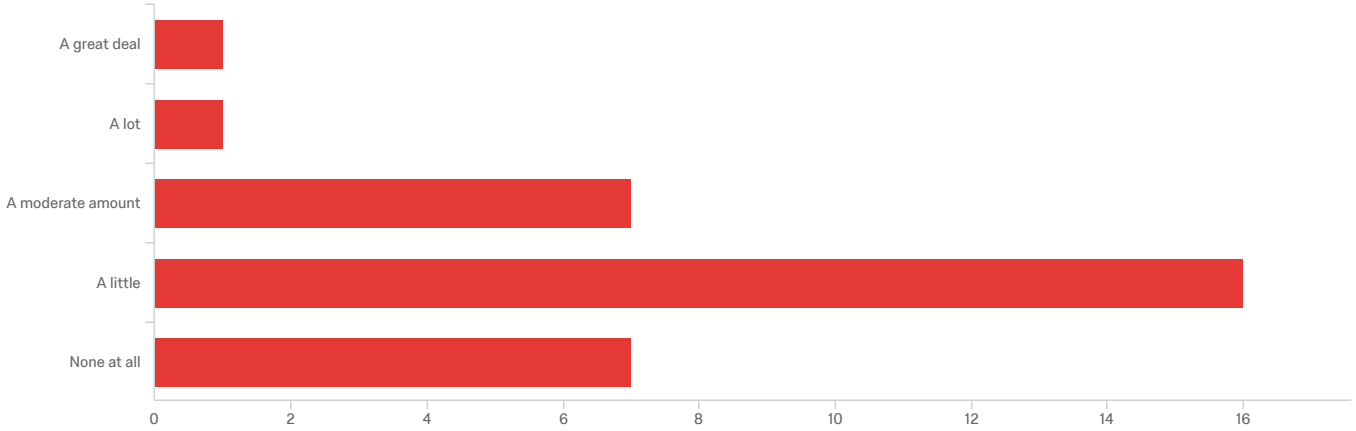
Q22 - Please list any UI design experience that you have had in the past.

Please list any UI design experience that you have had in the past.
Designed UI for a game and an Android app
Human-machine interfaces for industrial machines for operators.
Developed software in Labview for testing products at an antenna factory. Designed the UI by intuition, continuously adjusted based on feedback.
Creating webpages for the facilities department at UCSB
I have had an internship solely focusing on UI at Yahoo Sports. In this internship I created a chrome extension by myself, I created a website that displays boxscore information of sports such as Football, baseball, basketball etc for Universities and then I have generally worked on bug fixes and created components like dropdowns for the Yahoo Sports site. Then independent projects such as a League of Legends application (IP) where I designed both the backend and frontend structure using React Native
Simple java GUI fish animation game.
Design game menus but otherwise very little
None
Android programming.
Designing icons for our app
None
Android Application project - designing UI for UCSB calendar app
Mobile application programming with Tobias had us designing some simple UI's but there weren't emphasized
Front end design for mobile and web applications on personal projects
Android UI design during 190i class
I mostly just read about different developments in UI design such as Material Design like I mentioned above.
I make websites but have zero eye for aesthetics :(
We made design enhancements to our CS48 Android app
None
I have done a program management / software development hybrid internship where I learned about good UI and designed a feature
none

I have done several UI sketches on my own time.
designing an android app
Android App project
designing the tool for hp
I've created mobile apps and web apps in internships and my capstone project
Angular 2 +, ReactJS, NodeJS, JQuery, and Swing Java GUI
I worked with bootstrap.js
I have built many customer facing applications with native or web-based UIs.
The game mentioned above, class projects of CS184.

Showing Records: 1 - 30 Of 30

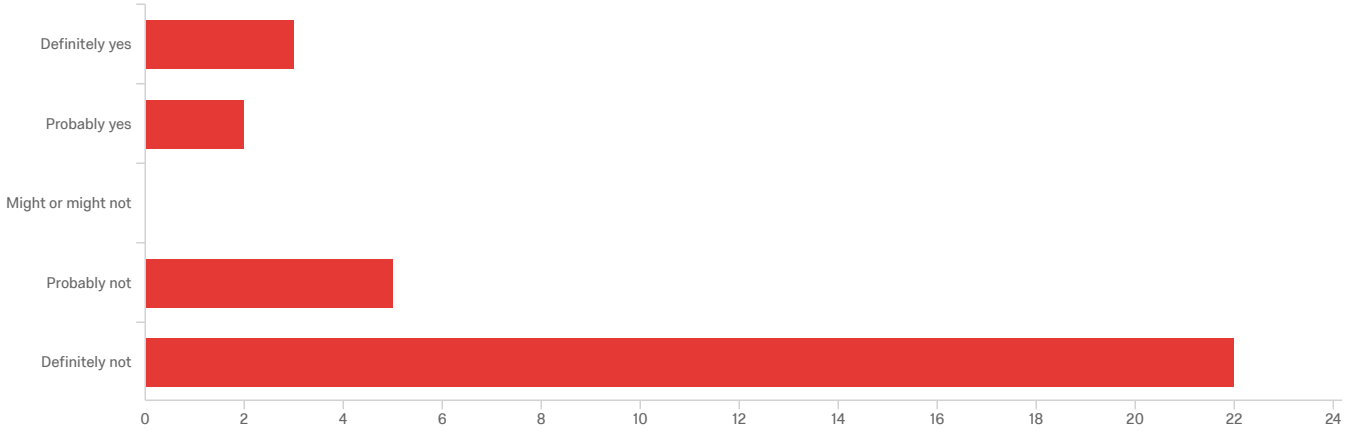
Q28 - Do you have experience conducting user studies?



#	Field		Choice Count
1	A great deal	3.13%	1
2	A lot	3.13%	1
3	A moderate amount	21.88%	7
4	A little	50.00%	16
5	None at all	21.88%	7
			32

Showing Rows: 1 - 6 Of 6

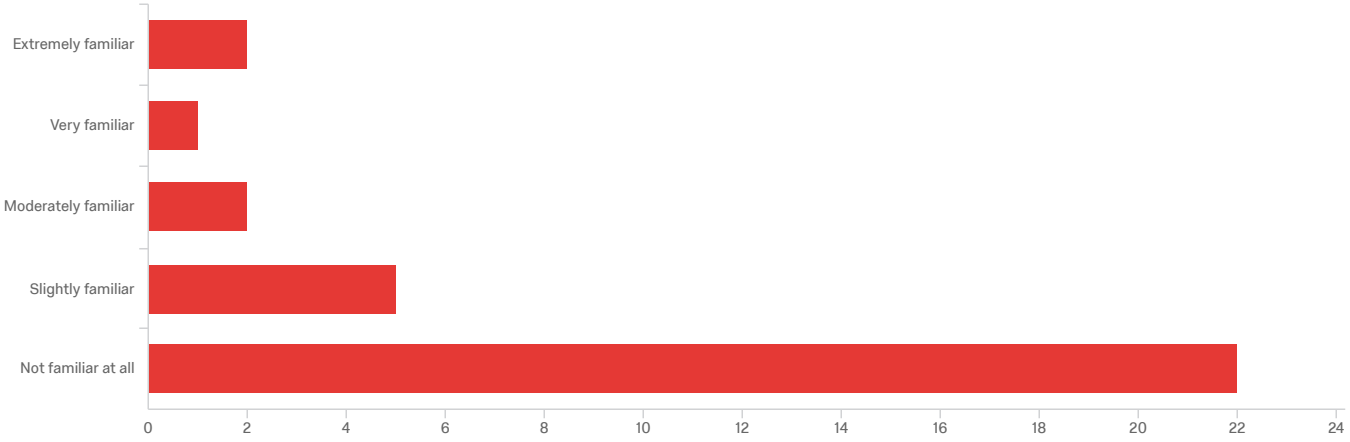
Q25 - Do you have experience programming in R?



#	Field		Choice Count
1	Definitely yes	9.38%	3
2	Probably yes	6.25%	2
3	Might or might not	0.00%	0
4	Probably not	15.63%	5
5	Definitely not	68.75%	22
			32

Showing Rows: 1 - 6 Of 6

Q26 - How familiar are you with programming in the RStudio environment?



#	Field		Choice Count
1	Extremely familiar	6.25%	2
2	Very familiar	3.13%	1
3	Moderately familiar	6.25%	2
4	Slightly familiar	15.63%	5
5	Not familiar at all	68.75%	22
			32

Showing Rows: 1 - 6 Of 6

Q3 - Preferred email address

Preferred email address
benzhu611@gmail.com
morli@stud.ntnu.no
avagle@umail.ucsb.edu
angelrivera4213@gmail.com
stefana.gloginic@gmail.com
zihengsong@umail.ucsb.edu
aradreed@umail.ucsb.edu
irisxu@umail.ucsb.edu
giovannidominguez@umail.ucsb.edu
haowen@ucsb.edu
alexander.wu7@gmail.com
lanthony159@gmail.com
chan4est@gmail.com
dfong@umail.ucsb.edu
ijh@ucsb.edu
jlguida@umail.ucsb.edu
wlbberman@gmail.com
amalfitano@umail.ucsb.edu
lei_xu@umail.ucsb.edu
ayung@umail.ucsb.edu
jamesy2971@yahoo.com
jnkumar11@gmail.com

yuanyao.us@gmail.com
natashalee@umail.ucsb.edu
jackyzheng@umail.ucsb.edu
parong@ucsb.edu
marcosimone@umail.ucsb.edu
tmliew@umail.ucsb.edu
ttsherpa@umail.ucsb.edu
ctc@umail.ucsb.edu
tse@ucsb.edu
zzhu@umail.ucsb.edu

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Q29 - Why did you enroll in this course?

Why did you enroll in this course?
Sounded fun and interesting
I want to learn something new and useful that is outside of my comfort zone.
To expand my knowledge about different aspects of programming
Because the topic is interesting and I enjoy UI projects which are rare
I love UI development and want to get better at understanding how to create more effective and user friendly interfaces
Interested in the topic.
I have a big development background but very little design background. As a dev, I'm fine with using a basic command line interface, but typical users aren't. I hope to learn more about how to successfully design software for users
This is one of the only courses that seems to involve design, which I find very interesting.
Seemed as interesting elective to take during my final quarter.
because it is interesting for me to combine coding and designing data visualization
Communicating data science results
To learn about how the mind/user processes design layouts
To improve my front end expertise
I wanted to learn more about front end design and implementing good design principles. I also thought the course would be focused on mobile programming. I think using Javascript for front end (React Native) would be really interesting
I want to finish college with not only a theoretical aspect of HCI, but also want feel comfortable using concepts in the workfield
Because of my interest in UI design. I want to learn how to design an elegant and usable UI and gain fundamental knowledge in HCI
I need to learn better design principles :)
I find the topic of Human Computer Interaction fascinating and I would love to learn more
Want to learn stuff about AR/VR
As technology is developing rapidly, I think it is a good idea to understand how different groups and society as a whole interact with technology. I feel that technology is used more and more in a detrimental way to society and changing too quickly for people to realize.
Heard very good things about it and it sounds very interesting as well

subject seems interesting & as someone who wants to enter industry in a data scientist role this class seemed important
I am always intersted in user interactions, fascinated by the different ways machines can talk to human. I am also in the process of completing an minor in art
to learn about how humans interact with technology and inform my research
to learn how to create more intuitive UIs
To learn more about HCI
I enrolled into this course to add any experience to my web and mobile development skills
This class is different in that it mixes in both computer science and psychology (or so I expect). It deviates from a usual upper div computer science class.
I want to expand my knowledge of human computer interactions to understand the underlying principles of UI design.
I am interested in HCI and I enjoyed myself in CMPSC 184.

Showing Records: 1 - 30 Of 30

Q30 - What do you expect to learn in this course?

What do you expect to learn in this course?
how to design good UI for future projects
Java script, graphical user interface development, R programming
I want to learn the proper methods of how to design a good user interface.
What makes a UI an exceptional one and how to go about creating such a UI
The above mentioned for why i enrolled, to learn how to create more effective user interfaces that enable the user to understand how to make the best of the inner workings of my program
How human interact with computers.
How users interact with technological interfaces, and therefore, how to best design them for efficient interaction
Learn what makes a functional and usable user interface.
User interactions and design.
visualization for abstract data and big data(if possible!)
How to design better UI
how to design practical and aesthetic UI experiences
How to build good user interfaces and know the reasons why they're good
Creating user-friendly user interfaces
HCI design tools and concepts that will help me in industry
What I mentioned above, and much more that I do not know yet!
Better design principles :)
How everyday people interact with technology and the difficulties they face. How we can improve our UI to get the most stable user base
Get general idea of HCI, develop a AR/VR project.
A way to use technology to allow a good user experience, and different designs/implementations used today
HCI
was very open minded coming in; interested in developing programming skills for data visualization

The concepts and methods of doing interaction with users.
Building a cool good looking project with a team
the computer side of human-computer interaction
to learn how to create intuitive UIs
To learn how to design intuitive user interfaces and learn more about how humans interact with technology
I expect to learn new frameworks and skills to add on to my arsenal.
UI Design and human psychology of why these choices are made in CS.
I expect to learn some of the psychological aspects of UI design.
Some principles about HCI and UI design.

Showing Records: 1 - 31 Of 31

Q34 - How effective are the following learning methods for you. Please indicate a distribution by moving sliders below.

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Slides / Lectures from an instructor	0.00	100.00	70.19	21.68	470.09	32
2	Group-based / Interactive projects	21.00	100.00	73.44	22.03	485.43	32

End of Report