

Improving computer science and software engineering education in cyberlearning environments through understanding UI and UX design *

Márk Bartalos

Slovak University of Technology in Bratislava
Faculty of Informatics and Information Technologies
`xbartalosm@stuba.sk`

30. september 2020

Abstract

In our day and age cyberlearning for computer science and software engineering education has become more popular than ever. The article will be about how understanding UI and UX design principles can serve as a basis for future improvements in teaching these fields. My goal is to understand UI/UX design techniques to be able to identify the problems with currently implemented cyberlearning environment designs. The identified problems then could be used to improve already existing environments. Knowledge of these problems would be greatly beneficial in the design and development of new, learning focused, student oriented cyberlearning environments for computer science and software engineering students.

1 Introduction

We speak about distance learning for about two centuries [1]

2 Graphics

References

- [1] Joi L. Moore, Camille Dickson-Deane, and Krista Galyen. e-learning, online learning, and distance learning environments: Are they the same? *The Internet and Higher Education*, 14:129–135, 03 2011.

*Semestrálny projekt v predmete Metódy inžinierskej práce, ak. rok 2020/21, vedenie: Martin Sabo

