

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`

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Abstrakt

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.

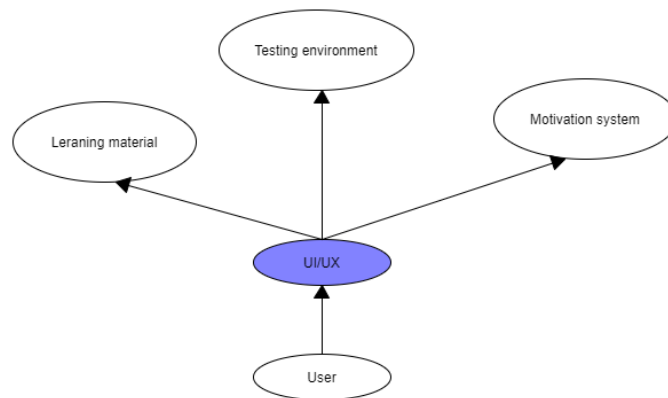
1 Introduction

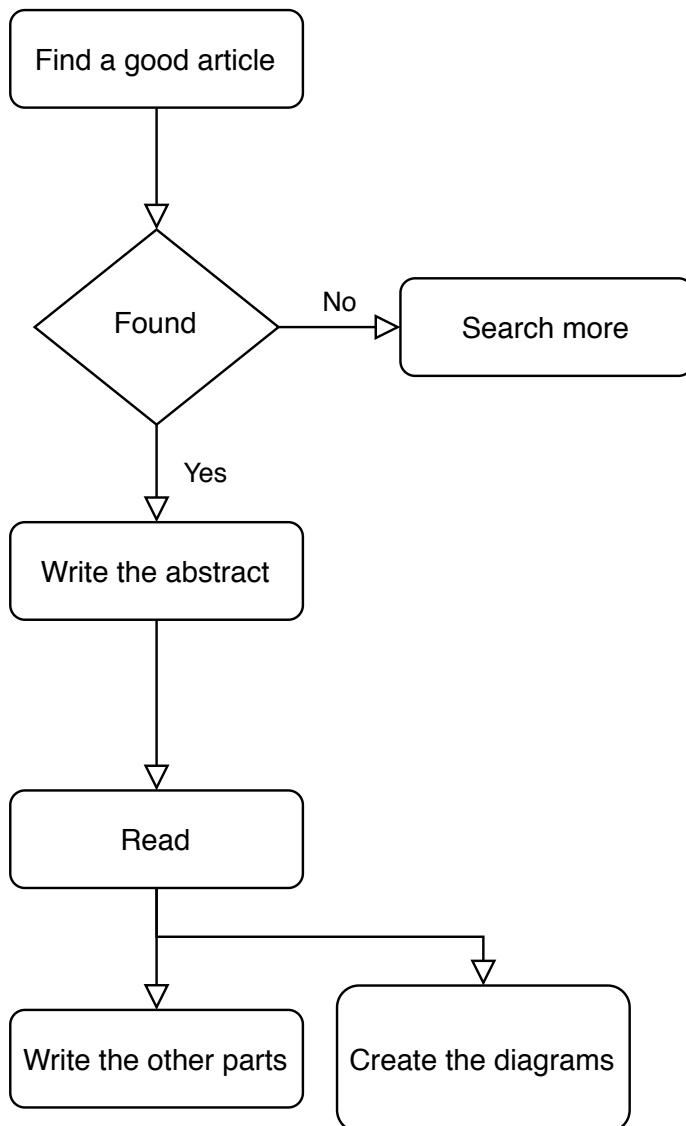
Motivujte čitateľa a vysvetlite, o čom píšete. Úvod sa väčšinou nedelí na časti.

Uveďte explicitne štruktúru článku. Tu je nejaký príklad. Základný problém, ktorý bol naznačený v úvode, je podrobnejšie vysvetlený v časti ?? . Dôležité súvislosti sú uvedené v častiach ?? a ?? . Záverečné poznámky prináša časť ?? .

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

2 Graphics



**Literatúra**