CSCI 333: User Interface Design & Implementation

Prerequisites
CSCI 233 or graduate-level standing

Times/Room
2:00 p.m. - 3:15 p.m.  Tuesdays and Thursdays  Tehama Hall, THMA-130

Instructor
Dr. Benjoe A. Juliano
http://www.ecst.csuchico.edu/~juliano/
http://www.ecst.csuchico.edu/~juliano/csci333
http://www.ecst.csuchico.edu/~juliano/UI

Office Hours
1:30– 2:30 p.m. M, 9 – 10 a.m. TWR  O’Connell Technology Center, OCNL-222,  (530) 898-4619
Other times strictly by appointment only; walk-ins welcome (see hours posted on office door).
Residential phone number NOT for business use.

Description
This is the graduate version of CSCI 233 (please refer to the CSCI 233 syllabus). It is basically the same course with additional expectations from graduate students co-registered with undergraduate students. Additional requirements and expectations include, but are not limited to, the following:

1) Students will be required to write and submit at least two technical papers during the semester. Each paper must detail related literature, methodologies used, resources and references, etc. All papers will be evaluated based on completeness, correctness (spelling and grammar), and neatness/professionalism. Two of these papers are described in the items that follow.

2) Students are required to work on at least two programming projects: one in MS Visual C++/MFC and one in Perl/Tk. At least one of the projects will be a comprehensive comparison of an implementation in both MS Visual C++/MFC and Perl/Tk of the same problem. This comparison will be submitted as one of the required technical papers.

3) Students are expected to work on a critique of an existing UI that will count as a programming project in addition to their regular programming projects. The critique is subject to the following:
   (a) The UI to evaluate must be approved by the professor of instruction. This approval must be settled on or before the end of the fourth week of classes.
   (b) The method of evaluation must be exhaustive. The student is expected to review related literature and research on how best to critique and evaluate the UI, citing adopted techniques on their final report. It is the student’s responsibility to check with the professor regularly to verify that the evaluation method employed is exhaustive enough to be accepted as graduate-level work. This critique will also be submitted as one of the required technical papers.

4) Students must be prepared to present any of their technical papers orally in class (either by random selection or as scheduled). There will be a maximum allowance of one week prior to an assigned class presentation.

Since this is a graduate-level class, students registered as such are required to submit all programming assignments and projects, as well as all technical papers in order to pass the class. This is in addition to the C- (70%) or better required for both the Theoretical and the Practical components of this course.

Please refer to the CSCI 233 syllabus for more detail.