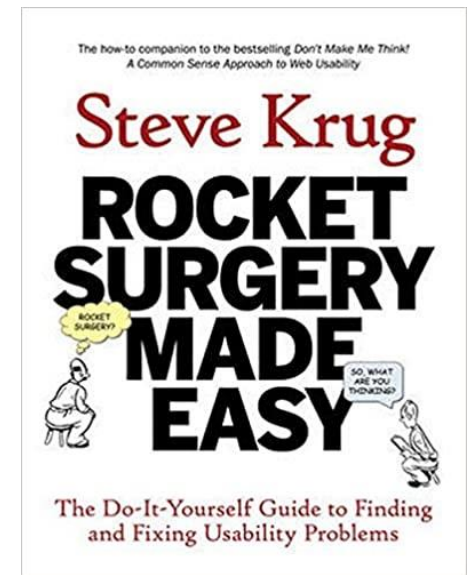
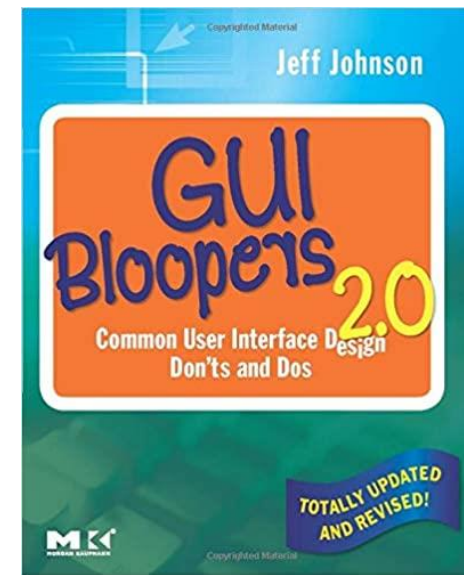
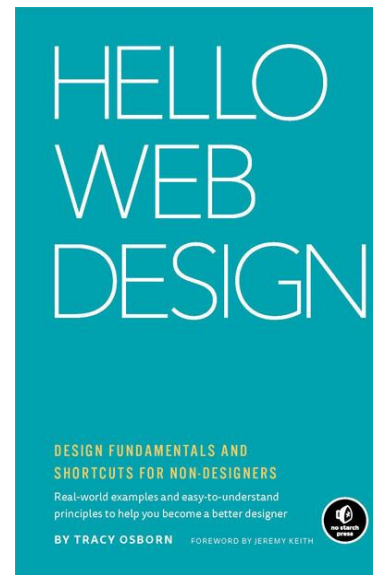
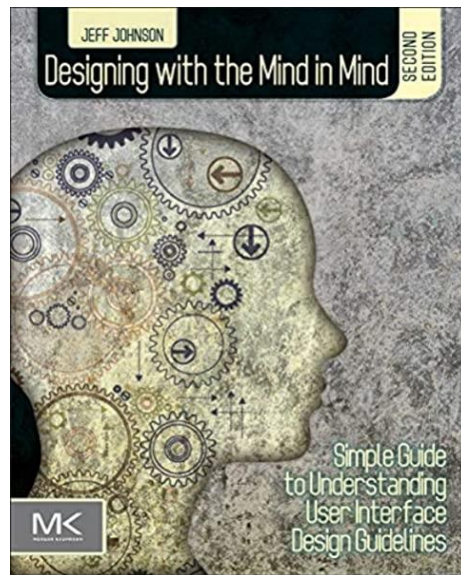
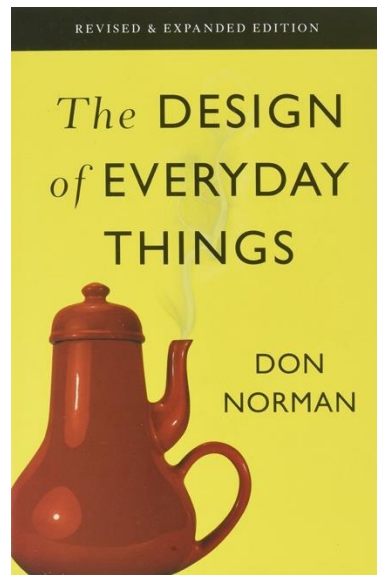


Welcome to CS 320

User Interface Design

Textbooks



Topics

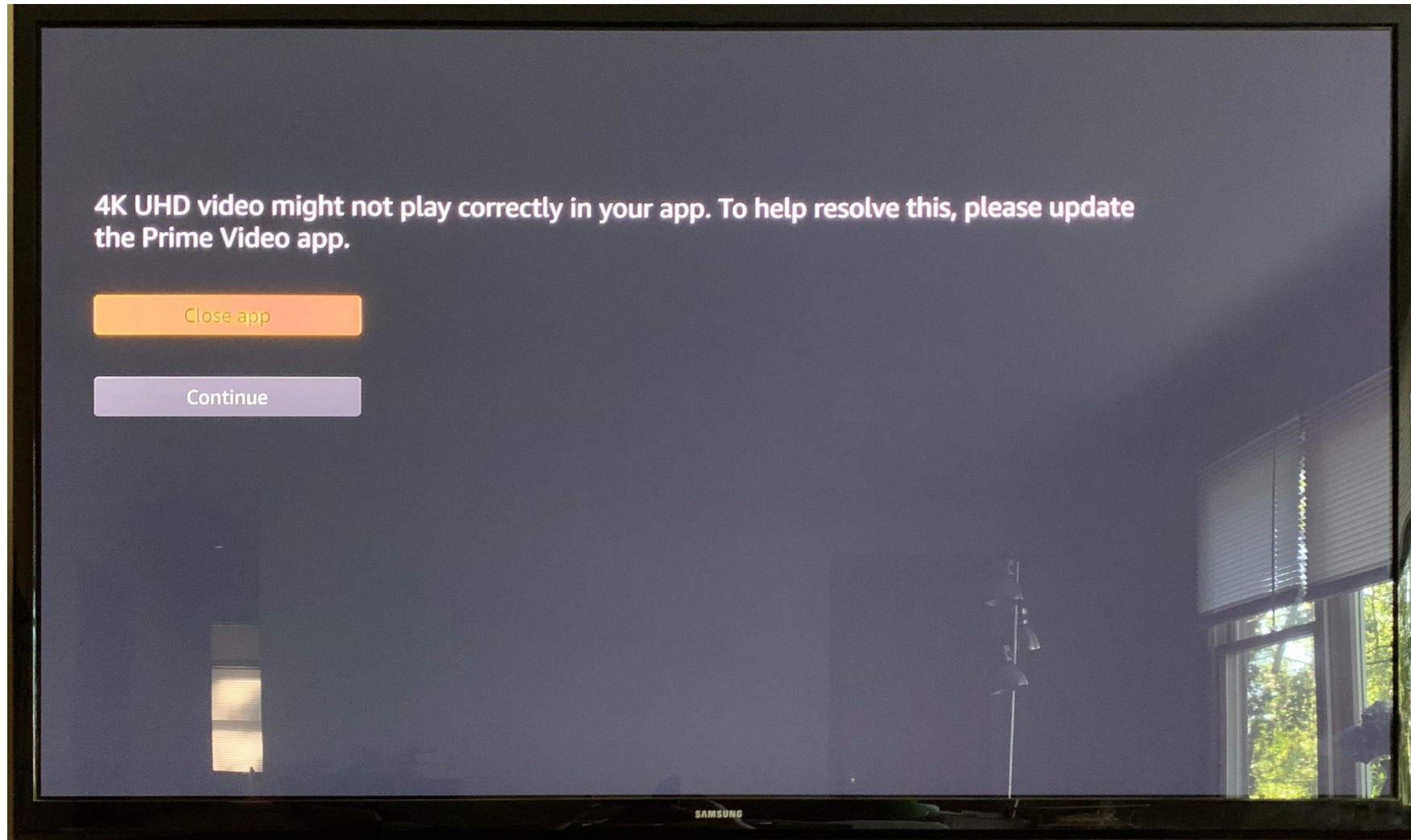
- Fundamental Concepts of Design
 - Psychology
 - Physiology
 - Application to Traditional / Digital UI
- Avoiding Common Design Pitfalls
- Prototyping
- Usability Studies

Outcomes

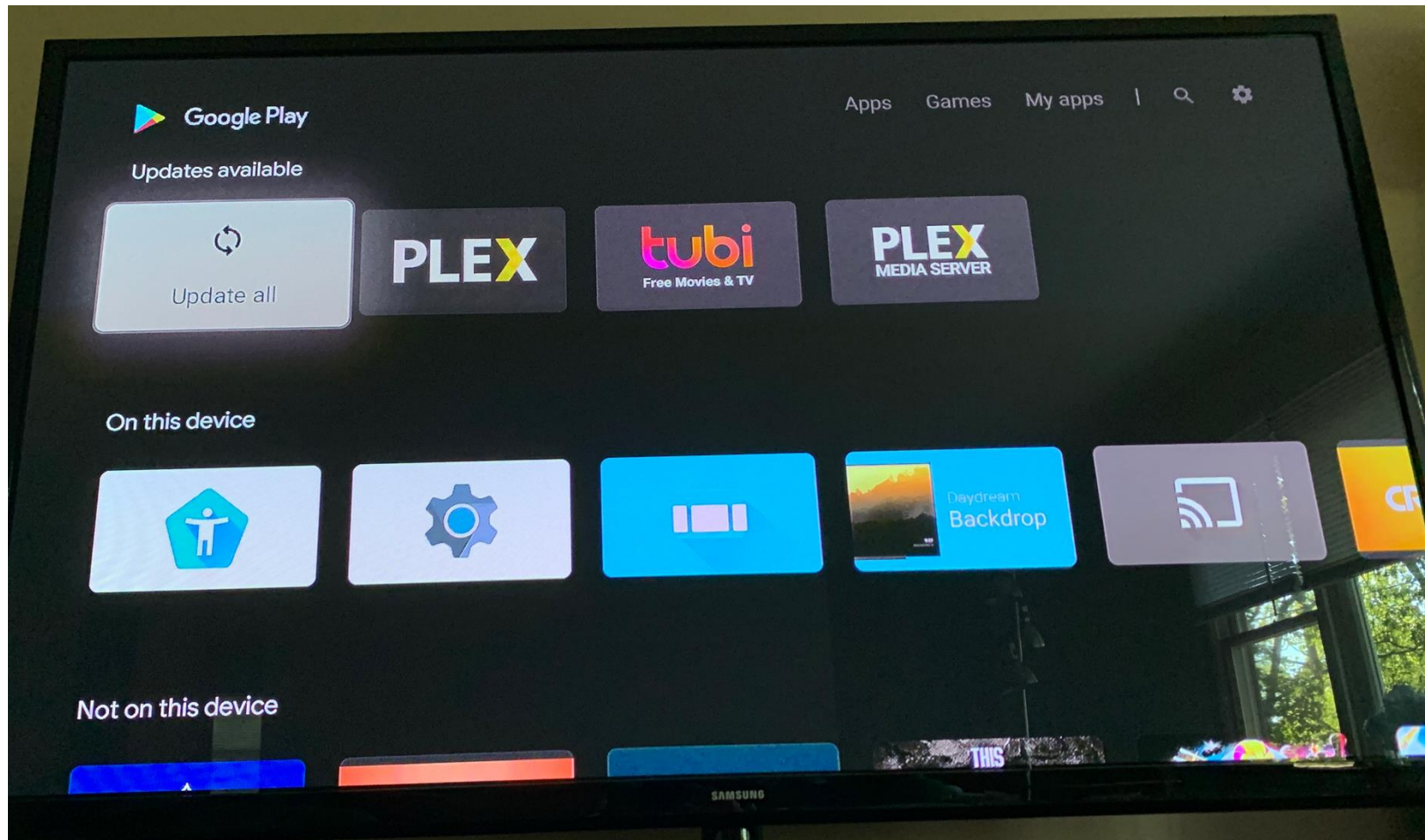
- Enhance design consciousness
- Develop an ability to critique design
- Approach design with purposeful intent and a human focus
- Develop an understanding of the psychological and cognitive processes involved with interaction
- Understand methods for evaluating a UI design

Story Time!

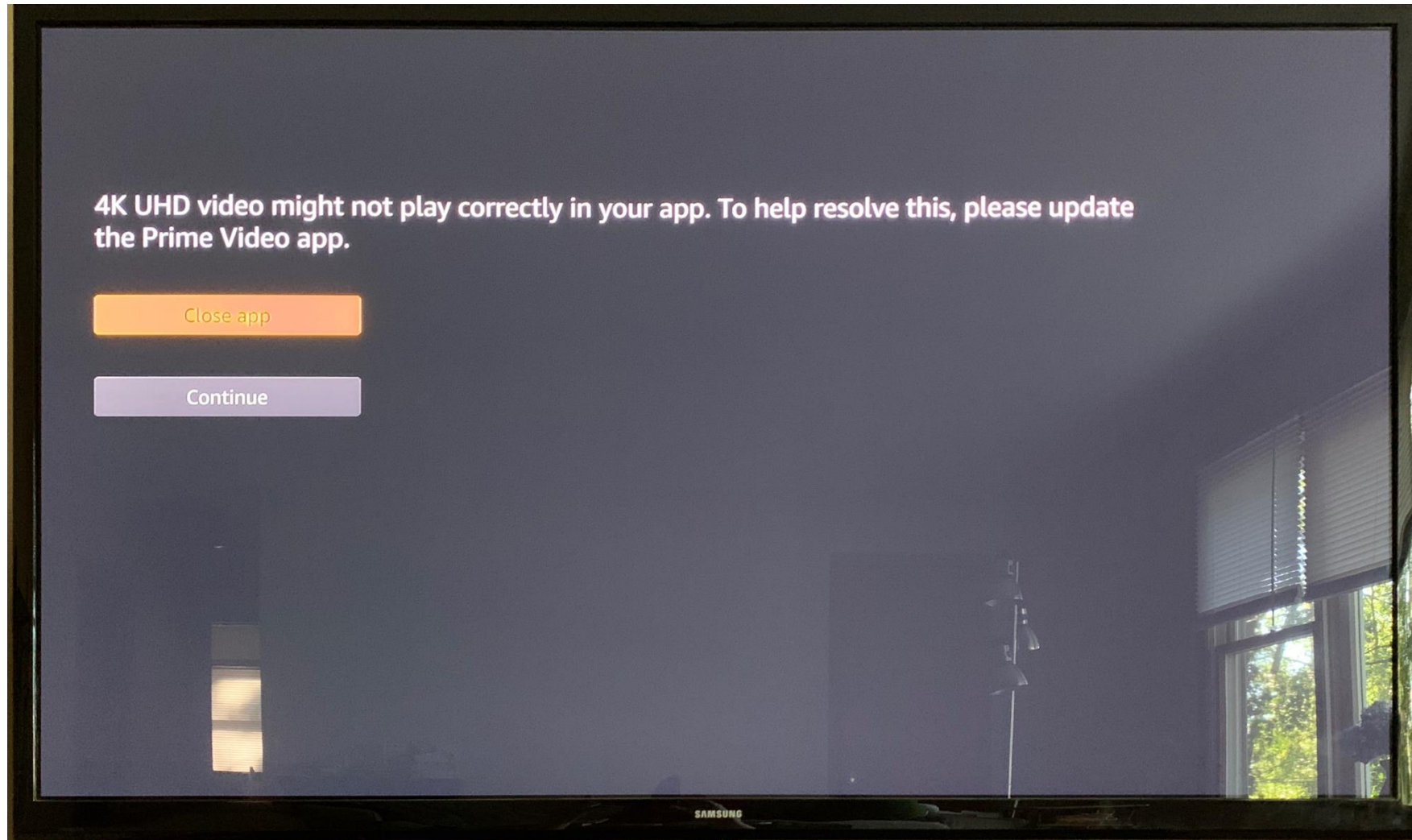
Story Time: The TV Saga



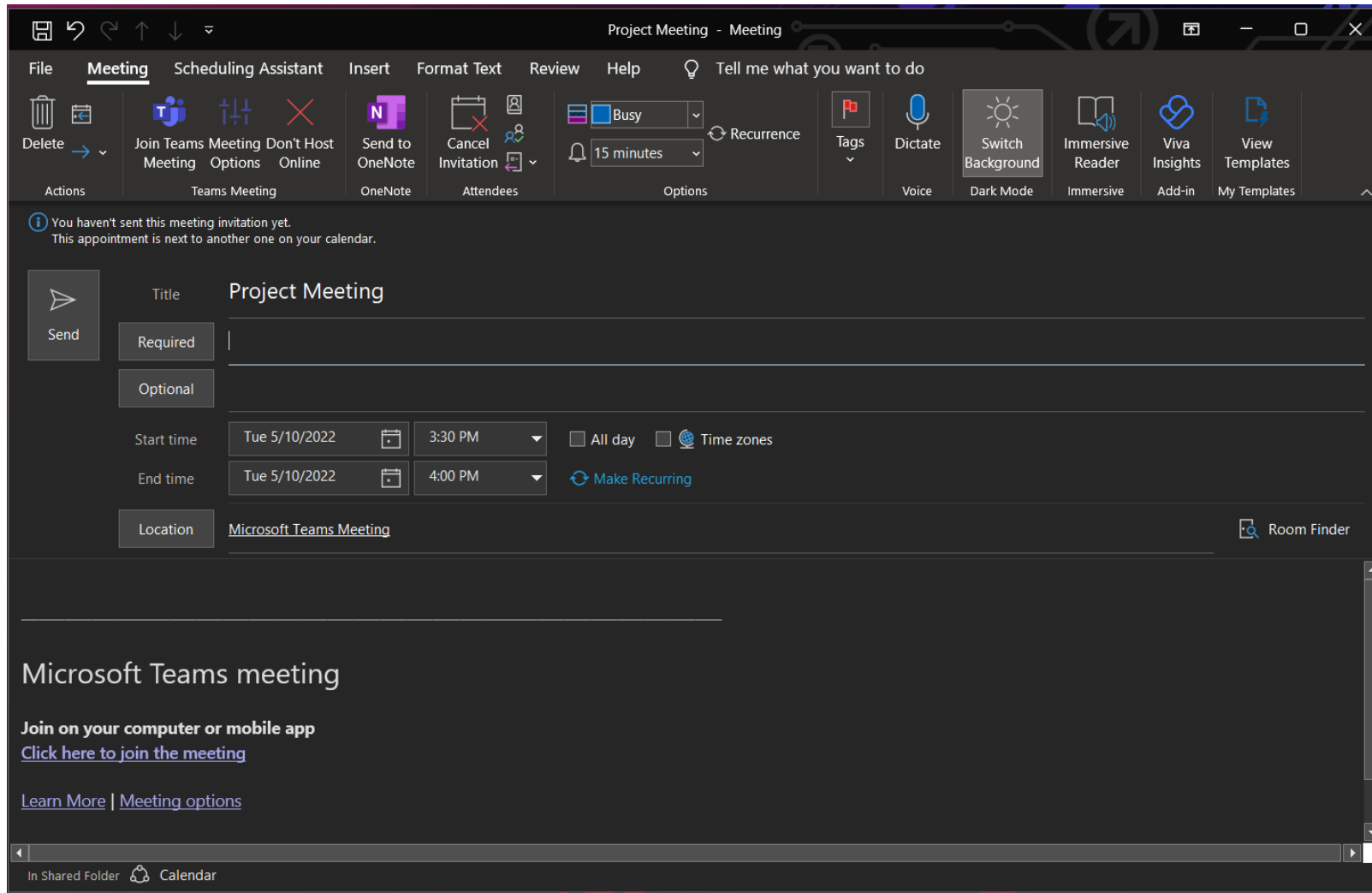
Story Time: The TV Saga



What's Wrong?

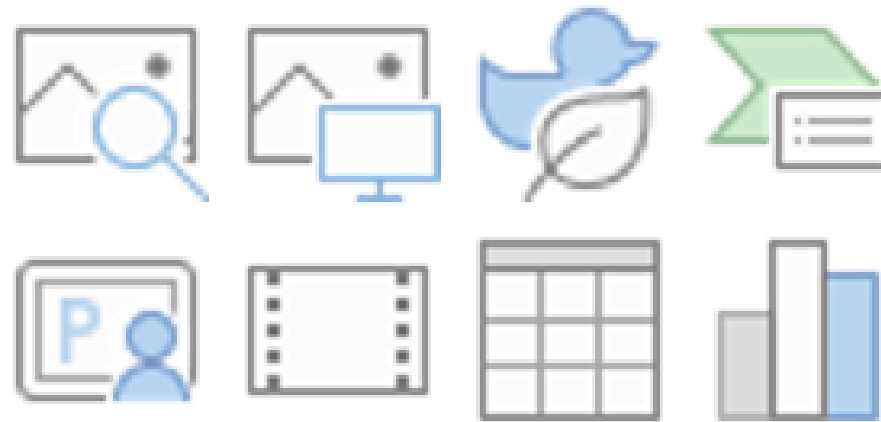


Story Time: Outlook



Story Time: Powerpoint

What are they?



Story Time: Powerpoint

What are they?

Insert Picture from Online



Story Time: Powerpoint

What are they?

Insert Picture from File



Story Time: Powerpoint

What are they?

Insert Icon from Online



Story Time: Powerpoint

What are they?

Insert Smart Art Graphic



Story Time: Powerpoint

What are they?

Insert Cameo



Story Time: Powerpoint

What are they?

Insert Movie from File



Story Time: Powerpoint

What are they?

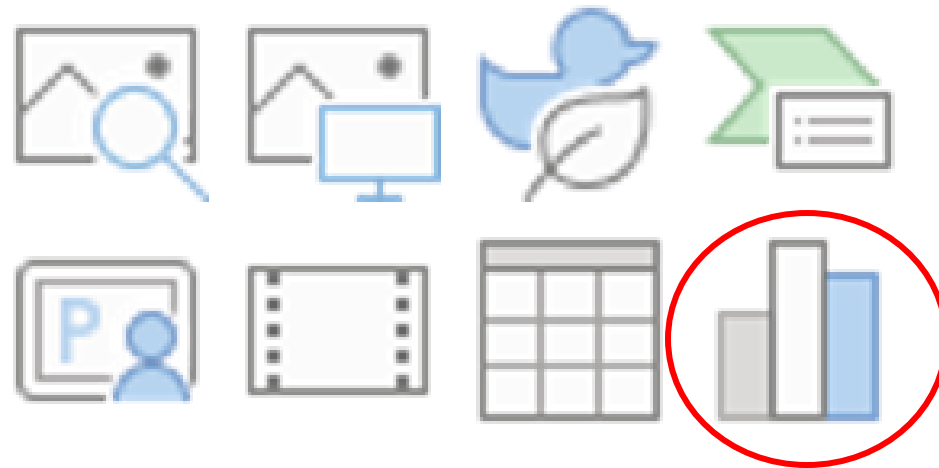
Insert Table



Story Time: Powerpoint

What are they?

Insert Chart



Story Time: COVID



Story Time: COVID



Story Time: COVID



A Better Way?



Story Time: The Secret Sauce

