

# Welcome to

## SWE 632

### User Interface Design and Development

### Class Overview

- Class URL : <http://www.cs.gmu.edu/~offutt/classes/632/>
- Contact info, TA
- Objective : How to build software people can use
- Readings : Posted in schedule
- Exams : Midterm and final, closed-book, in class
- Evaluations : **Five** user interfaces—written reports
- Project : Build a small user interface—more details second week
  - Multiple milestones through the semester

## Grading Policy


- 20% : Evaluations
- 25% : Project
- 25% : Midterm
- 30% : Final – closed book, in-class, comprehensive
  
- > 90% : definitely an A or A- (possibly slightly lower)
- > 80% : definitely a B or A (possibly slightly lower)
- > 70% : definitely a C, B or A (possibly slightly lower)
- Only one A+ — the top grade in the class
  
- In the past, usually about 50% As and 40% Bs

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## Schedule

- URL :  
<http://www.cs.gmu.edu/~ofutt/classes/632/sched.html>
  - Please read the assigned readings before class
  - Slides, evaluations and project notes posted before class
    - If I update slides from what's there, I will add a "new" image to the slides
- 
- Handouts and notes are there for your benefit and entertainment

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## Blackboard Use

- All GMU students have blackboard accounts
  - <https://courses.gmu.edu/>
  - Login with your standard GMU account (email)
- Questions should be posted to an appropriate thread
  - Answered by instructor or TA
  - Questions and answers available for all to see
- You MAY submit homeworks to blackboard or bring hard copies to class

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## Online Lecture Delivery

- I will be broadcasting lectures via the internet
  - Synchronous delivery
  - Using Elluminate
- This is a trial, there is no official “Net section”
- We will try some experimental tactics
  - But don’t worry ... this technology will NOT require 20 minutes every lecture to reboot the software or server
- Access through Blackboard

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## Tonight's Agenda

1.  Administrative Overview
2.  Responsibilities of Students
3.  Introduction to Usability