WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
BASIC COURSE INFORMATION

COURSE TITLE: Human Computer Interface Design  
COURSE NUMBER: COM 360

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS:

GOAL A: Students will develop an understanding of the psychology of Interface design.

Learning Outcomes: The student will:

A-1. Investigate how content defines style
A-2. Describe stylistic unity
A-3. Apply the art of layout to design

GOAL B: Demonstrate the fundamental principles of goal setting and audience influence

Learning Outcomes: The student will:

B-1. Investigate and articulate audience preferences
B-2. Arrange a functional navigation for a specific audience
B-3. Arrange interactive formats for different environments

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.