User-Centered programming with C# 7.5 credits D0034N

Användarcentrerad programutveckling med C#

Course syllabus admitted: Autumn 2011 Sp 1 - Autumn 2011 Sp 2

DECISION DATE
2011-08-08

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Användarcentrerad programutveckling med C#

First cycle, D0034N

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	U G#	Informationsteknik	Computer Technology

Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language

Selection

The selection is based on final school grades or Swedish Scholastic Aptitude Test.

Examiner

Harriet Nilsson

Course Aim

After the course the student will be able to:

- constructf human-computer-interaction (HCI).
- follow structured principles when developing a graphical user-interface (GUI).
- apply principles for developing database-driven Windows-applications with C#.

Contents

Development principles of HCI: concepts as cognitive processes, metaphors, usability, interaction and task-analysis. The course will also covers topics in application development with Visual C#.

Realization

Each course occasion´s language and form is stated and appear on the course page on Luleå University of Technology's website.
Distance tuition (Internet) with no compulsory meetings. All the communication between students and between students and teachers are handled through a web based learning platform and e-mail. The same platform may be used for submissions of assignments. The course contains a number of compulsory assignments.

Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided. Compulsory assignments.

Remarks

Requierd: A PC with Windows XP and ability to install programs. Internetconnection (at last 1 Mbps). Headset with a microphone.

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Literature. Valid from Autumn 2011 Sp 1

Paul J. Deitel: Visual C# 2010 How to Program, 4/E. Pearson 2011. ISBN-10: 0132151421. ISBN-13: 9780132151429.
Alan Cooper: About Face 3: The Essentials of Interaction Design.Wiley 2007. ISBN: 978-0-470-08411-3.

Course offered by

Department of Computer Science, Electrical and Space Engineering

Items/credits

Number	Type	Credits	Grade
0001	Individual assignment reports	3.5	U G#
0002	Project	4	U G#

Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

Last revised

by Jonny Johansson, Huvudansvarig utbildningsledare SRT 2011-08-08

Syllabus established

by Head of the Department of Business Administration and Social Sciences 2010-08-07