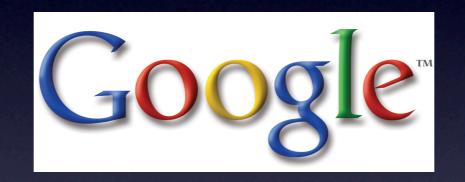
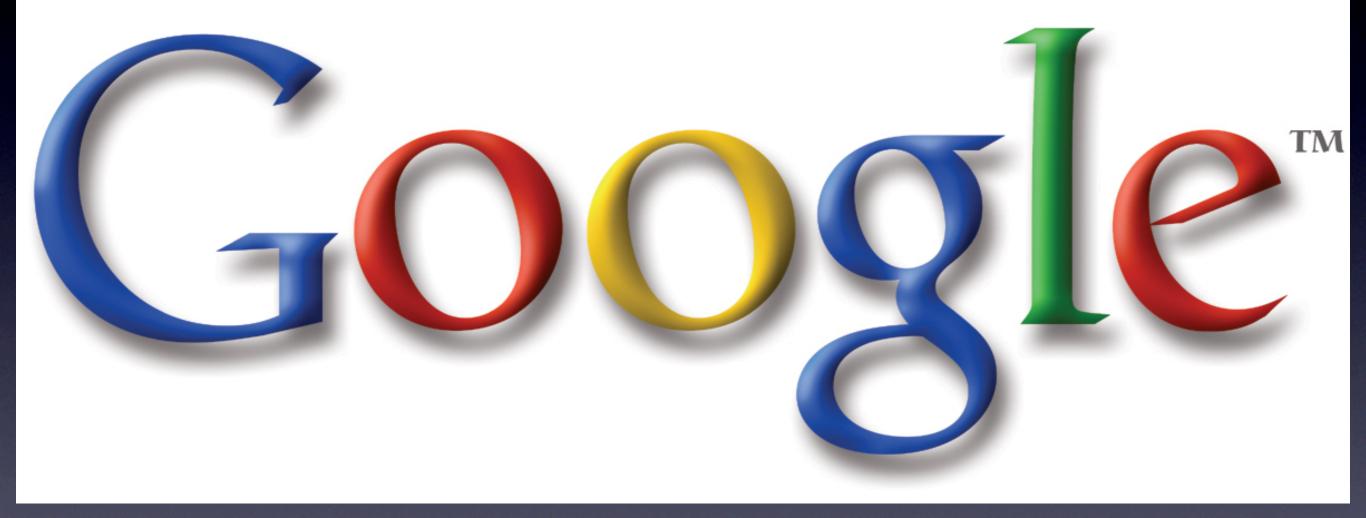
CS 179 Design of Usable Interactive Systems

Krzysztof Gajos







What is Computer Science?



What you will learn in CS 179

- Discover and understand people's needs and goals
- Invent and construct prototypes
- **Design** for people different than yourself
- Evaluate and refine your solutions
- Teamwork

Practicalities

- Prerequisites: CS 50 or any programming experience
- Lectures M,W 2:30 4pm
- Critiques on Fridays
- Weekly assignments (in teams)

Platform: iPod Touch web applications

