

cis20.1
design and implementation of software applications I
fall 2007
lecture # 1.1
introduction

topics:

- (0) introduction to the course
- (1) human-computer interaction
- (2) to do

instructor:

- Prof Elizabeth Sklar, sklar@sci.brooklyn.cuny.edu

course web page:

- <http://www.sci.brooklyn.cuny.edu/~sklar/cis20.1>

(0) introduction to the course

- about this course
 - new course!
 - intended to give you hands-on experience designing and building a data-backed web-based application
- topics covered:
 - (I) Interfaces
 - (II) Graphics
 - (III) Net-centric Systems
 - (IV) Software Design

(0) course structure

- **4 units**
- each unit has:
 - 1-4 **lectures**
 - 1-4 **labs**
 - 1 **assignment**
- the labs will be hands-on sessions using the internet in a multimedia classroom (room 130 NE)
- your grade =
 - 4 assignments (56% total)
 - attendance (4%)
 - midterm (15%)
 - final (25%)

(1) human computer interaction discussion.

- what is human computer interaction (HCI)?
- not just *user interfaces* (UI)
- user interfaces include:
 - interface hardware: keyboard, mouse, joystick, microphone, etc
 - interface software: point-and-click, drag-and-drop, etc
- HCI components:
 - relationships (self → friends and family → colleagues and/or neighbors → citizens or markets)
 - activities
 - * collect (information)
 - * relate (bits of information to each other)
 - * create (innovate; do new and interesting with the bits of information and how they relate to each other)
 - * donate (disseminate; share your creation with others)

(2) to do.

- check out the class web page:
<http://www.sci.brooklyn.cuny.edu/~sklar/cis20.1>

(2) about me.

- undergrad: Barnard, CS major, class of 1985
- 10 years of industry experience working as a scientific and business programmer
- grad school: Brandeis University, PhD 2000
- previous teaching:
 - Monash University, Melbourne, Australia
 - University of Melbourne, Melbourne, Australia
 - Boston College, Massachusetts
 - Columbia University, Fall 2001–Spring 2005
 - Brooklyn College, Fall 2005– ...
- research interests center around educational technologies:
 - artificial intelligence (AI)
 - educational robotics
 - interactive learning systems
 - multiagent simulation

(2) about you.

- please take out a piece of paper and write down...
 1. your name
 2. your email address (print clearly!)
 3. your class and major OR if you are a non-matriculating student, categorize yourself
 4. your background in computers, if any
 5. why you are taking this course
 6. what you hope to learn here
 7. one sentence about one wonderful thing you did over the summer
- ...and give it to me before you leave