



CS 4634: Design of Information (Fall 2019)

*Looking for a capstone class?
Want to apply what you've learned in the past 4 years?*

Computational ideas and programming are only a small part of the knowledge that you might need in the working world of CS. What is this stuff called "information" that CS works with? CS 4634 introduces the field of information architecture ("IA") and basic principles and methods of design. Information architecture is the structural design of shared information environments; the art and science of organizing and labeling websites, intranets, online communities and software to support usability and findability. You will explore the theories of IA, develop a broader understanding of "systems", and apply the methods of user experience design ("UX") to the creation of an information system. We consider "system" more generally than just computer systems; in particular, we consider the service design model. This capstone course asks you to pull together what you have already learned to create the semester project. Introduction to HCI is a prerequisite; in addition, you will have the opportunity to put to use GUI programming, multimedia, hypermedia, database, and/or mobile computing skills you might have acquired if you have taken CS 3714, 3744, 4570, 4604, or 4624. (I will consider waiving the Introduction to HCI pre-requisite if you have experience or skills in multimedia, XML, Javascript, JSON, interface toolkits, and/or HCI design methods such as personas and affinity diagrams. On the other hand, even experienced students are discouraged from taking 3724 and 4634 in the same semester.) As a capstone, your grade will also include public presentation, writing, reflection, team work, giving and getting feedback, and demonstrations that you have learned how to learn on your own.



Sender
Intention
Message
Medium
Noise
Receiver
Destination

