

## Programming the Interface

### COURSE SYLLABUS

This is a project-oriented course. All grades will be based on successful completion of the class project. A single group grade is recommended. The following schedule is very likely to change, and is intended as a general guideline for the pace and timing of the class.

<b>Class Meeting</b>	<b>Topic</b>
1 )	Introduction
2 )	Project discussion
3 )	Project topic refinement, hypertext
4 )	Project finalization and planning
5 )	knowledge representation, modeling
6 )	design review
7 )	final design decisions
8 )	content development
9 )	coding specification
10 )	interactivity simulation
11 )	possible class holiday
12 )	possible class holiday
13 )	review of all components
14 )	closure of iteration 1
15 )	integration issues
16 )	closure of iteration 2, integration
17 )	revisions and refinements
18 )	closure of iteration 3
19 )	simulation of complete system
20 )	discussion and evaluation