Level 10

- **CSI 520   Graduation Project 2**

In this course, each group will continue developing the software systems started in CSI 410. Each group must use a particular tool to implement its system in a good programming practice. This implementation tool is preferably new –i.e. not taken in previous courses. Furthermore, students must generate a user manual for their information system in an appropriate format. At the end of the term, each group must submit a final report, which documents completely the information system from the problem definition phase to the implementation phase and contains a user manual for the information system. Team work, leadership, communication and writing skills are all important ingredients for a successful project.

- **CSI 522   Human Computer Interaction**

Human-Computer Interaction (HCI) is a rapidly expanding research and development area that has transformed the way we use computers in the last thirty years. The course introduces fundamental methods, principles and tools for designing, programming and testing interactive systems. It also introduces students to the design, implementation, and evaluation of human-computer interfaces, with emphasis on user-centered design and graphical user interfaces (GUI). The course covers topics such as usability and affordances, user-centered design, human cognitive and physical ergonomics, information and interactivity structures, interaction styles, interaction techniques, and user interface software tools with a special focus on mobile user interfaces.

- **CSI 525   Professional Ethics**

This course will examine the ethical issues that arise as a result of increasing use of computers, and the responsibilities of those who work with computers, either as computer science professionals or end users. The course will stress the ways in which computers challenge traditional ethical and philosophical concepts, and raise old issues in a new way. By the end of this course, students will be expected to read and understand the ideas in the readings; explain the ideas; analyze issues and see them from diverse perspectives; and formulate and critique arguments. The readings will include technical issues in computer science and may focus on a particular area such as software design as well as more traditional topics such as philosophical theories (e.g. ethical relativism, utilitarianism, deontological theories, rights, and virtue ethics), privacy, intellectual property rights and proprietary software, security, accountability, liability, the digital divide, hacking, and viruses.