This graduate-level seminar course will navigate seminal texts from the Human-Computer Interaction and Graphics research community.

Topics include Interactive Graphics, Computational Design, Creativity Support Tools, Crafting and Hybrid Making. We will explore design algorithms for manipulating 3D mesh, vector graphics, video, audio, and haptics.

Students will also develop a semester-long research project that will build skills on:

- Framing Design Tool research problems and contributions
- Leveraging advanced user interface prototyping techniques
- Evaluating design tools and interactions w/qualitative and quantitative methods
- Critiquing and reviewing work in Design Tool research

Instructor (Cesar Torres, Assistant Professor)

Dr. Torres is joining the UTA CSE Department from the University of California at Berkeley (EECS). He is a computer scientist and design researcher specializing in tangible user interfaces. He will be directing The Hybrid Atelier – a new research makerspace investigating creative technologies and augmented spaces at UTA.

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