

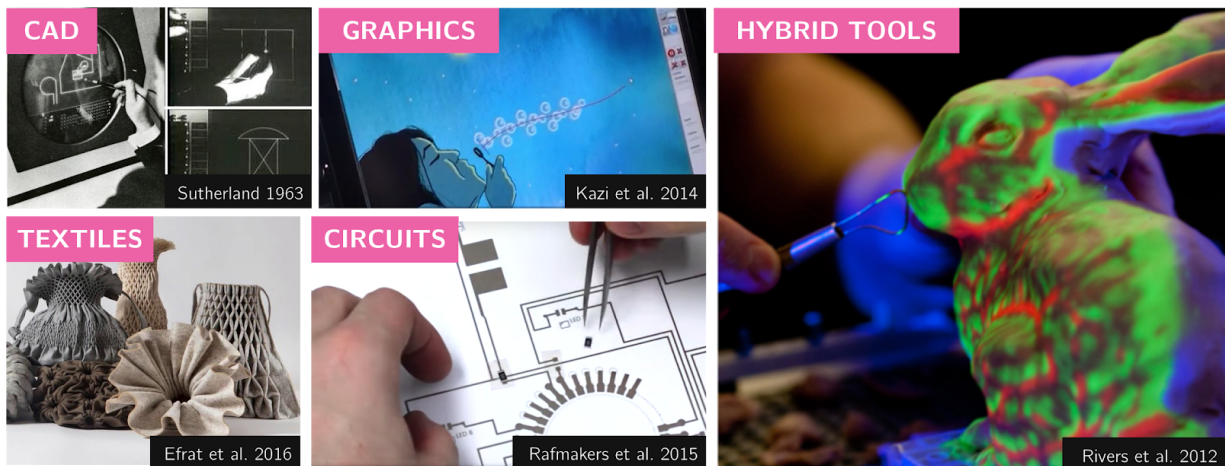
FALL 2019

# CSE 5392



## Multimedia Design Tools

Seminar: M/W 2:30-3:50PM, 3 units, WH308



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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