

Lecture	Title	FileName
1	Basics	LecSet1_Basics
2	ppt guide	LecSet2_PowerPt_Notes.
3	Donald Norman & Affordance/Mapping	daNorman
4	Human Factors & Assistive Technology	Human Factors
5	AI & Adaptive UIs	AI & Adaptive UIs
6	Example: Analysis of Class Mailing List Utility	ClassMailingListCase
7	Actor Behaviors	Behavior
8	Interface Examples	InterfaceExamples
9	Mobile UIs	MobileUIs
10	Interface Media and Devices	Lec10_UI_MediaDevices.ppt
11	Commercial Guidelines	LecSet_UI_Layout_Guidelines
12	Elements of Design Methodology	LecSet8_Design
13	<i>Art</i> of Interface Design: Aesthetic Principles	LecSet9_Aesthetics_UI_Design
14	GUI Goofs	LecSet10_GUIgoofs.pdf
15	It Ain't Rocket Science...	LecSet11_CommonSense
16	HCI Validation	LecSet12_Testing
17	Classic Designs: What makes them so?	ClassicDesigns