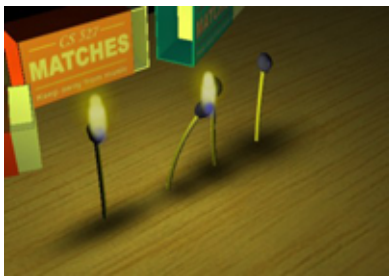
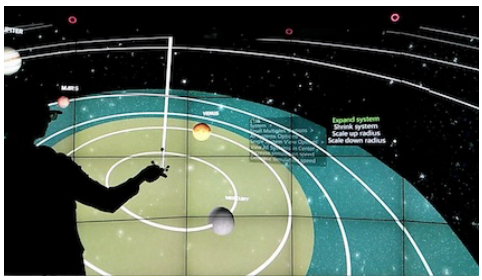
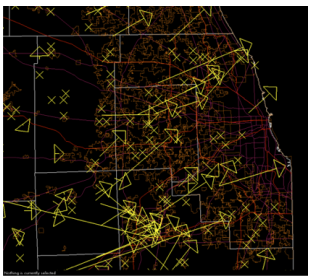
Human Centered Computing Classes in Fall 2017



CS 425 – Computer Graphics I – Kenyon – T/Th 12:30 - 1:45

Learn how 3D computer graphics are generated. The topics in this class span the range of graphics techniques from drawing a simple line to creating “photo realistic” images.

CS 426 – Videogame Design – Marai – Th 4:00 - 6:30

Learn how to develop and implement 3D interactive video games. By popular request, offered both in Fall and Spring this year - www.evl.uic.edu/cs426/

CS 491 – Creative Coding – Forbes – T 4:00 - 6:30

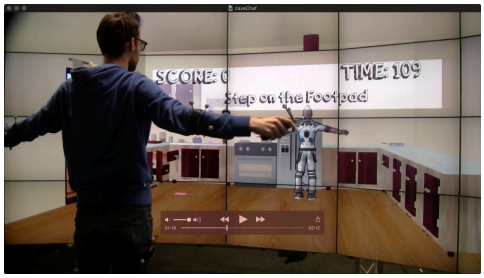
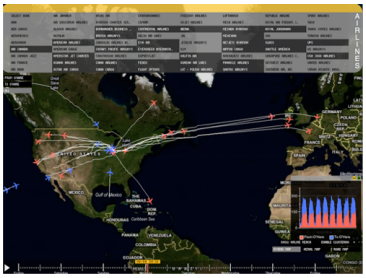
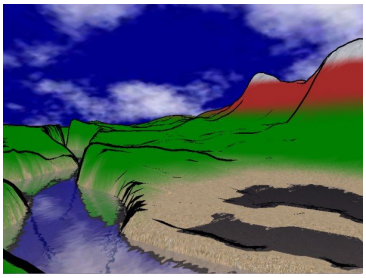
Learn how to combine computational skill with creative acumen for innovative creative expression in a class that collaborates on projects with students from the School of Design and the School of Art and Art History - creativecoding.evl.uic.edu/courses/cs491

CS 491 –Virtual and Augmented Reality – Johnson – T/Th 12:30 - 1:45

Learn about virtual reality and augmented reality hardware and software and how to develop applications that take advantage of their unique affordances - www.evl.uic.edu/aej/491/

CS 522 – Human Computer Interaction – Chattopadhyay – T/Th 2:00 - 3:15

Learn how to design, develop, and evaluate interactive computing systems for human use and study major phenomena surrounding them - debaleena.com/HCI-CS-522.html

CS 527 – Computer Animation – Marai - W 4:00 - 6:30

Learn how do use 3D modeling and simulation to create computer animations