INTERACTIVE VISUALIZATION FOR DEGREE NAVIGATION

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Pain Points

- Searching for courses to take is time consuming
- Want to find courses that are interesting, fit our requirements, and are not too difficult

Third and Fourth Years - 18 Credits	Complete	CIP	Missing	Applied Courses
6 credits from PSYC Module Courses	1			PSYC304 (6, 2020S, 77)
6 credits from Non-PSYC Module Courses	1			CPSC344 (3, 2019W, 87); CPSC444 (3, 2020W, 86)
6 credits from Any Cognitive Systems module courses numbered 300 or above	×		6	None

Difficult to visualize requirement connections between courses

CPSC 444 Advanced Methods for Human Computer Interaction

Design and evaluation methodologies and theories; formal models of the user including visual, motor, and information processing; advanced evaluation methods including laboratory experiments and field studies; HCI research frontiers.

This course is eligible for Credit/D/Fail grading. To determine whether you can take this course for Credit/D/Fail grading, visit the Credit/D/Fail website. You must register in the course before you can select the Credit/D/Fail grading option.

Credits: 3

Pre-reqs: CPSC 344 and one of STAT 200, STAT 203, STAT 241, STAT 251, BIOL 300, COMM 291, ECON 325, ECON 327, FRST 231, GEOG 374, KIN 206, KIN 371, POLI 380, PSYC 218, PSYC 278, PSYC 366, SOCI 328.

CPSC 344 Introduction to Human Computer Interaction Methods

Basic tools and techniques, teaching a systematic approach to interface design, task analysis, analytic and empirical evaluation methods.

This course is eligible for Credit/D/Fail grading. To determine whether you can take this course for Credit/D/Fail grading, visit the Credit/D/Fail website. You must register in the course before you can select the Credit/D/Fail grading option.

Credits: 3

Pre-reqs: One of CPSC 210, EECE 210, EECE 309, CPEN 221.

Pain Points

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path to their degree

- Visualize course options to satisfy requirements and showcase connections to pre-requirements
- Allow comparisons between courses in terms course attributes (past averages, # of pass, # of fail)

Solution

A interactive visualization to help students determine the course

Why I want to do this project?

- We are the users

• Real use and benefits