**User interface development (ECTS credits: 6)**

Language: the course is offered in Serbian and Hungarian.

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**Course description:**

The course covers introduction to the basics of computer graphics, with the elements of the graphical user interface, the structure of the user interface and the principles of design and development of the graphical user interface.

The student is trained on the basis of theoretical classes, practical examples and laboratory exercises in order to master independent development of graphical user interface and graphical applications.

This course cover the following topics:

1. Basic techniques in graphic processing, graphic systems and graphic communication.
2. Development principles of graphical user interfaces.
3. HTML5 graphics capabilities.
4. HTML canvas.
5. JavaScript commands.
6. Designing a game in the Construct integrated development environment.
7. Working with sprites and pixels.
8. Creating animations and interactions.
9. Event handling.

**Aims:**

After attending the course, the student acquires theoretical and practical knowledge in the field of design, development and implementation of a graphical user interface (GUI).

The student is trained to develop GUI for various purposes: desktop applications, mobile applications and websites.

The student is trained to create interactive graphics applications and graphics games.