

# SDV4116 : Wearable Computing

The Wearable Computing course covers the basics of usability, user experience, and human-factors science. The course focuses on wearable technology such as smart watches and headsets to prepare students to work in a multidisciplinary environment that integrates programming and design. Students will develop and execute usability and user-experience tests using the principles of human-computer interaction and human-factors studies, evaluating the results and developing reports that inform the software-development process.

**Credits** 3