

# Graphical User Interface

## - Organizational Information

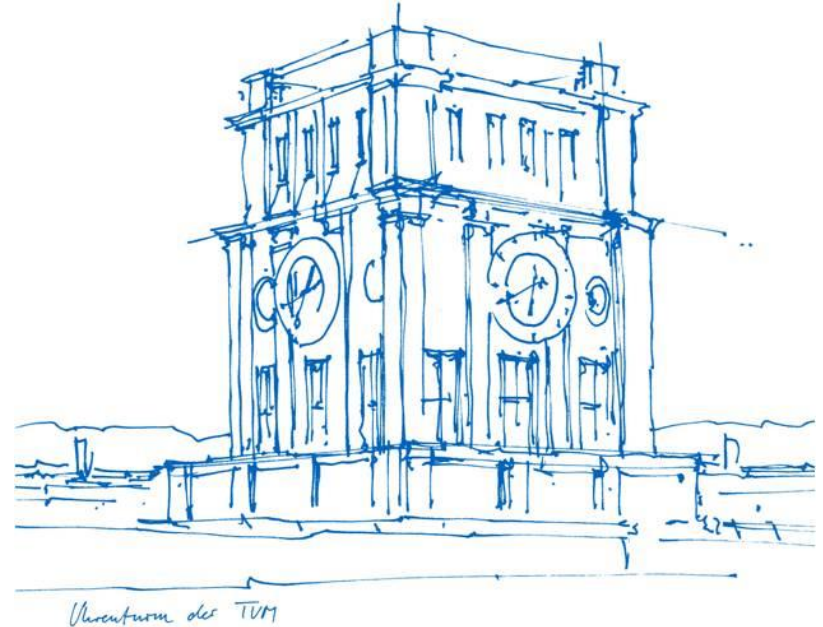
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Technical University of Munich

School of Computation, Information and Technology

Chair of Software Engineering & AI

10.07.2025



# Brief Self-Introduction

Sidong Feng

- Ph.D. candidate at Monash University, Australia
- I will be the instructor for this seminar
- [sidong.feng@monash.edu](mailto:sidong.feng@monash.edu)

# Background

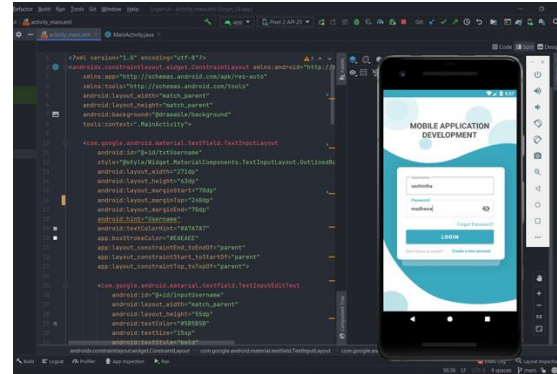
Graphical User Interface (GUI) provides a visual bridge between the software and end users through which they can interact with each other.



## GUI design



## GUI development

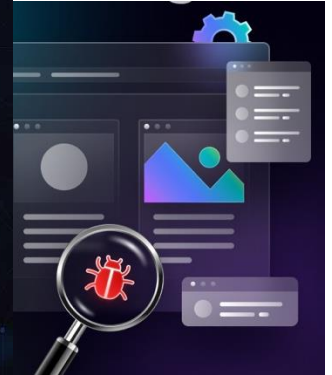


## GUI testing



GUI de

testing



# Course Overview

1. Understand the principles of Graphical User Interfaces (GUIs)
2. Explore the challenges involved in designing, implementing, and testing GUIs
3. Learn how AI can assist in the development and enhancement of GUIs

# Course Outline

- 5 Lectures + 3 Discussions (tentative)
- Evaluation
  - Topics release, prioritization, and assignment (Week 2-3)
  - Team project (2~4 people depending on the enrolment size)
  - Survey on Academic literature review; Questionnaire / Interview to study on real-world questions
  - Final presentation + report
- The last day of dropping out without penalty would be **19 Oct 2025**.

# Course Outline

This will be a fully **online** seminar course!

Expected workload: **~5** hours per week during the semester



# Question & Answer

- Main announcement channel: Moodle (Slides will also be uploaded here)
- Contact:
  - Sidong Feng, [sidong.feng@monash.edu](mailto:sidong.feng@monash.edu)
  - Shen Hu (general questions), [shen.hu@tum.de](mailto:shen.hu@tum.de)

# Your background

Complete the survey

- <https://forms.gle/xpHeBEiYpwxEMTSN6>

