DCGI

DEPARTMENT OF COMPUTER GRAPHICS AND INTERACTION

NUR - Introduction

Semester projects introduction

Contacts

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- consultation hours: at practices
- course web page: http://nur.felk.cvut.cz

Classification

- Credits
  - max. 2 missed practices
  - min. 40 points
  - submitted semester project
    - D1-D4
    - min. 5 points per deliverable
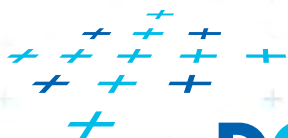
- Exam
  - mandatory
  - entry test
  - min. 10 points

- Points
  - D1-D4   70 points
  - exam   30 points

  - extra points: 3 points
    - WUD 2012

- D1: Assignment understanding and analysis
  - 15 points
- D2: Sketches, storyboards, HTA, paper mockup
  - 15 points
- D3: Electronic prototype
  - 15 points
- D4: Hi-Fi prototype
  - + documentation + presentation
  - 20 points D4
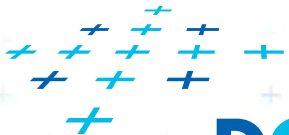 - 5 points presentation

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Time schedule

PRACTICES

- 1. Homework – analysis of semester project topics
- 2. User research training
    - interview, problem analysis (workshop)
    - consultation of D1 (user research, problem analysis)
- 3. Problem analysis training – work on semester projects (D1)
    - presentation of storyboards and sketches (workshop)
    - user requirements analysis
    - discussion on problems identified
- 4. Consultation on D1 draft version
    - **D1 submission (Sun 14.10. 2012 + 4 hours)**
- 5. Problem analysis training
    - preparation for D2 (paper mockup, HTA, storyboards, sketching etc.)
- 6. Problem analysis training, consultation of D2 draft version
    - presentation of storyboards and sketches (workshop)
    - **D2 submission (Sun 28.10. 2012 + 4 hours)**
- 7. Electronic prototyping training
    - preparation for D3 (Low-Fidelity prototype)
- 8. High-Fidelity prototyping training
    - preparation for D4 (High Fidelity prototype + testing + documentation)
- 9. Homework on the semester project (D3)
- 10. Consultation of D3 draft version
    - **D3 submission (Sun 25.11. 2012 + 4 hours)**
- 11. Homework on the semester project (D4)
- 12. Homework on the semester project (D4)
- 13. Consultation of D4 draft version
    - **D4 submission (Sun 16.12. 2012 + 4 hours)**
- 14. Presentation of semester projects (D4)

LECTURES

- 1. Intro
- 2. User research [Jakub Franc]
- 3. UI formal description, Task models, Interaction styles [PS]
- 4. Prototyping, Lo-Fi [ZM]
- 5. Prototyping, Hi-Fi, Formative evaluation [ZM]
- 6. Prototyping, Web design [Adam Fendrych]
- 7. UI formal description, UI models, Petri nets, JSD, STN, Flow chart [PS]
- 8. Web user interface realization methods [Marcin Sikorski]
- 9. Typography [AS]
- 10. Visual design [ZM]
- 11. Mental models and architecture [PS]
- 12. Fitt's law, MHP, GOMS, KLM, Memory [PS]
- 13. Intelligent UI [PS]
- 14. Beyond traditional UI: news from CHI 2012 [ZM]

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Thank for your attention!

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User interface design - big picture

Application Domain
step 0

D1 (interview, problem desc.)

User Research
• user needs and requirements

Problem Description
• sources: marketing research

step 1

D2 (user and system modeling)

User Modeling
• personas
• mental models

System modeling
• scenarios
• HTA
• storyboards

step 2

D3, D4 (UI design, prototyping)

UI Design
• app. models (GOMS, KLM, HTA, CTT, etc.)
• prototypes
• final design
• 3 parts
• visual design
• interaction design
• UX design

UI Testing
• KLM
• CW
• EE
• user testing (UX)

step 3

D4 (documentation)

Documentation
• visual design
• interaction design
• UX design

step 4

Implementation

step 5

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