

dt+UX²: USER EXPERIENCE DESIGN PROJECT

Introduction & Course Overview

CS 194H – User Experience Design Project

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Stanford University

Winter 2017
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Outline

- Survey
- Who are we?
- Course overview & schedule
- Introductions
- Teams

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Survey


<http://bit.ly/cs194h-survey-1>

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Who are We?

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James Landay

- Professor in Computer Science at Stanford
 - formerly professor at Cornell Tech, University of Washington & Berkeley
 - spent 3 years as Director of Intel Labs Seattle
 - Dec 2011 finished 2.5 year sabbatical at Microsoft Research Asia
- PhD in CS from Carnegie Mellon '96
- HCI w/ focus on informal input (pens, speech, etc.), crowdwork, web design (tools, patterns, etc.) & Ubiquitous Computing
- Founded NetRaker, 1st in web experience management (sold to Keynote)
- Co-authored *The Design of Sites* with Doug van Duyne & Jason Hong
- Office Hours: Tue. 4-5 PM / Thur 10-11 AM in 390 Gates (tentative)
- Email: landay@[insert usual Stanford email domain]

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Emily Tang

- CS & Psychology Undergrad, CS Masters
- Interested in human behavior, educational equity, and diversity in STEM
- I like corgis
- Office Hours
 - TBD

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John Yang-Sammataro (YS)

- BS CS Systems + MS CS HCI
- Spent last year in Asia, a warzone, and an entourage
- I like doing right, building teams, and exploring paths less traveled
- Office Hours
 - TBD

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How to Design and Build UIs

- UI Development process
- Usability goals
- User-centered design
- Need finding, task analysis & contextual inquiry
- Rapid prototyping
- *Evaluation*
- *Programming*

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Iteration

At every stage!



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Goals of the Course

- Learn to prototype, evaluate, & build UIs
 - *the needs & tasks of prospective users*
 - *cognitive/perceptual constraints that affect design*
 - technology & techniques used to prototype UIs
 - techniques for evaluating a user interface design
 - importance of iterative design for usability
 - how to work together on a team project
 - communicate your results to a group
 - key to your future success
- Understand where technology is going & what UIs of the future might be like

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Course Format

- Quarter long project & individual homework
- Interactive lectures / Project presentations (usually on Tuesdays)
- Studio design critiques on Thursday (usually)
- Readings (small number & short)
- All material is (will be) online
 - slides, exercises, readings, schedule
 - <http://hci.stanford.edu/courses/cs194h/>
- Have fun & participate!

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Project Description

- We will continue work on projects from CS 147
 - existing groups will stay intact
 - we will assign “new” students to teams
- Groups
 - 4 students to a group → 4-6 groups
 - groups meet with teaching staff every week
 - often in class, but also regularly scheduled outside
- Cumulative
 - apply several HCI methods to a single interface

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Project Process Overview

- Project Recap (next Tue)
- Web Site
- Lab Usability Study
- Hi-Fi Prototype #2
- Field Usability Test
- Hi-Fi Prototype #3
- Hi-Fi Video Prototype
- Final posters/presentations & project fair with industry guests

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Schedule

<http://hci.stanford.edu/courses/cs194h/2017/wi/calendar.html>

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Books

- *Universal Principles of Design*
by Lidwell, Holden & Butler
 - “handout” ~8 chapters we will use
- We will also hand out other papers, give you web links & refer to slides
- Other recommended refs on web page

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Assignments

- Individual
 - 5 short studio tasks + one individual talk
- Team
 - 8 team assignments including web site
 - 4-5 team presentation/demos + with 1 write-up
 - video
 - poster
 - team web site graded
 - all work handed in online
 - team work on team web site
 - individual work shared w/ teaching staff on GDocs

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Grading

- No exams
- Individual assignments (30%)
- Group project (60%)
 - demos/presentation (team component)
 - project write-up
 - team web site
 - ratings given by other team members
- **In class participation (10%)**
 - beyond simply attending

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Tidbits

- Late Policy
 - no lates on team assignments
 - individual assignments lose one letter grade/day
- Cheating policy
 - Stanford honor code

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Teams

- Which 147 teams are represented?
- How many team members?

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Summary

- Thursday
 - Studio assignment #1 – Hierarchy & Tagging
 - Read [How to Survive a Critique](#) by Karen Cheng
 - Read [Hierarchy](#) from *Universal Principles of Design*
 - Share with johnyangsam@gmail.com so we can access during class

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