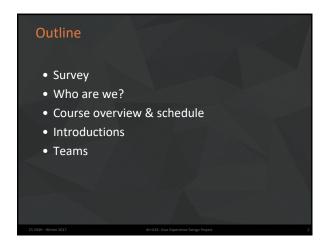
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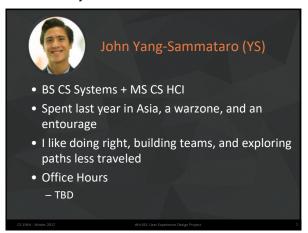




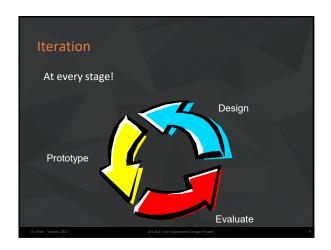




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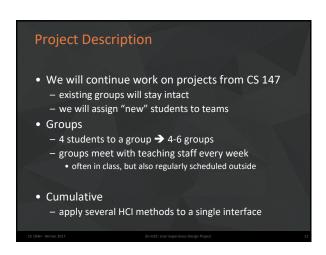










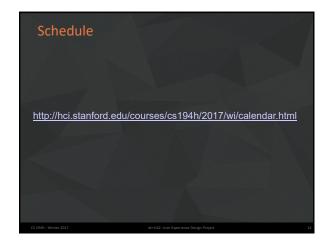


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Project Process Overview

- 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

CS 194H - Winter 2017 dt+UX2: User Experience Design Project



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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