

Social Computing Capstone

Day 7: Project pitches

CSE 481p | Spring 2023

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Schedule for today's class

- Quick tips from me (2 min)
- Presentations (60-70 min)
 - 5 min per group presentation, then feedback for 3-5 min.
- Group work time and 1-on-1s (any remaining time)

Quick Tips for Presenters

- Take notes as people give feedback, then go over the feedback later as a team.
- If you want feedback on something specific, ASK!
- Also, ask follow-up questions for people giving feedback if you want any clarifications. Do not push back on feedback (even if you disagree, the feedback is still useful).

Quick Tips for People giving Feedback

I like, I wish, What if method:

I like: Lead with something positive

I wish: Some criticism, often leading from what you like

What if: An idea to spark further conversation

Socratic method:

Identify an aspect of the project and ask “Why?”

Can be good if unsure what else to say

Sandwich method:

Say something positive, then criticism, then something positive

For Thursday

- Two readings that are portions of academic papers. Don't forget to leave a comment on each via hypothes.is!
- The topic is going to be about how to prototype social computing systems.
- We'll also have group work time to start narrowing down to a solution given the user research you've conducted, so you can get started on a lo-fi prototype!