

# MICHAEL BERNSTEIN

CS 247

# Conclusion

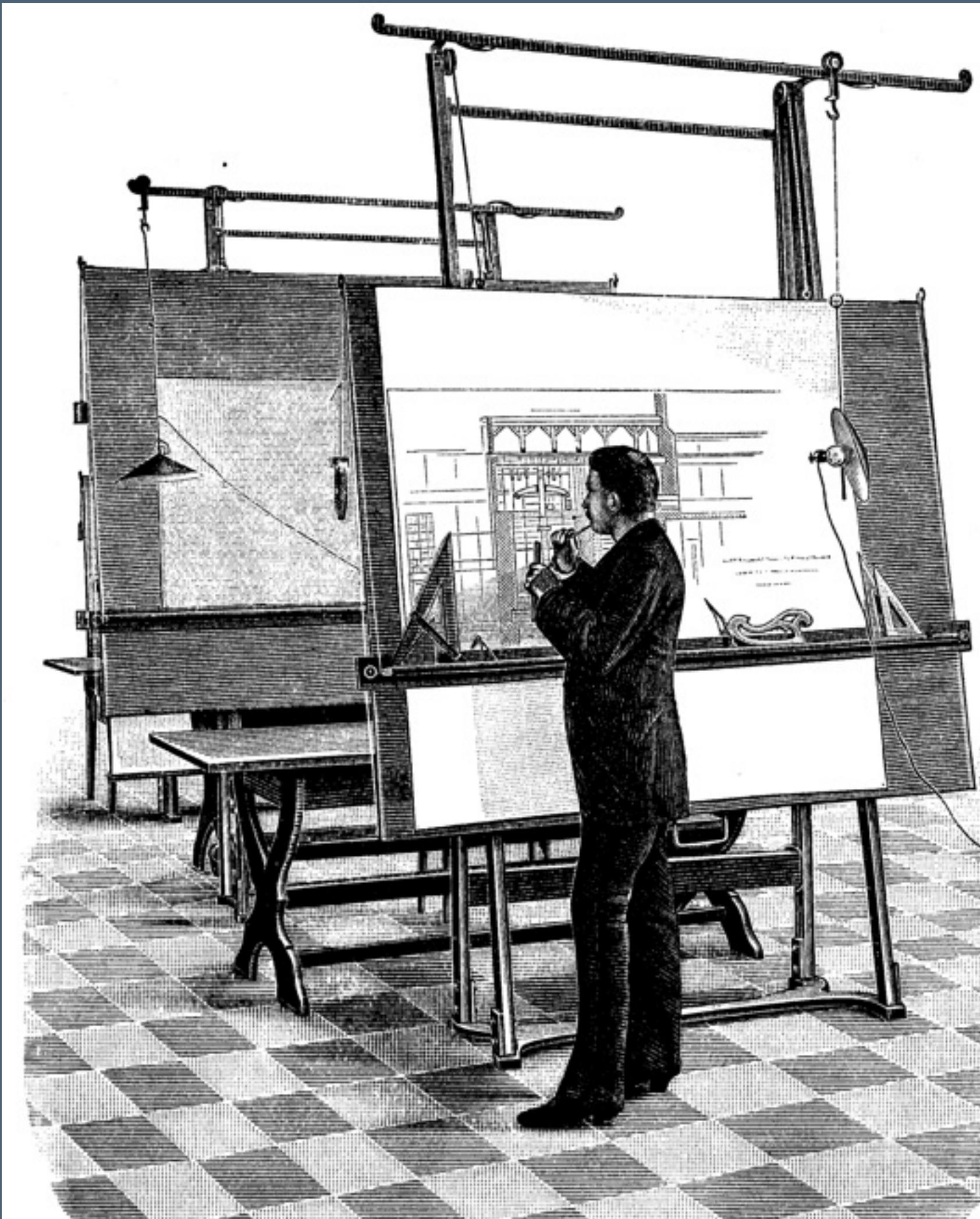
# What is this course about?

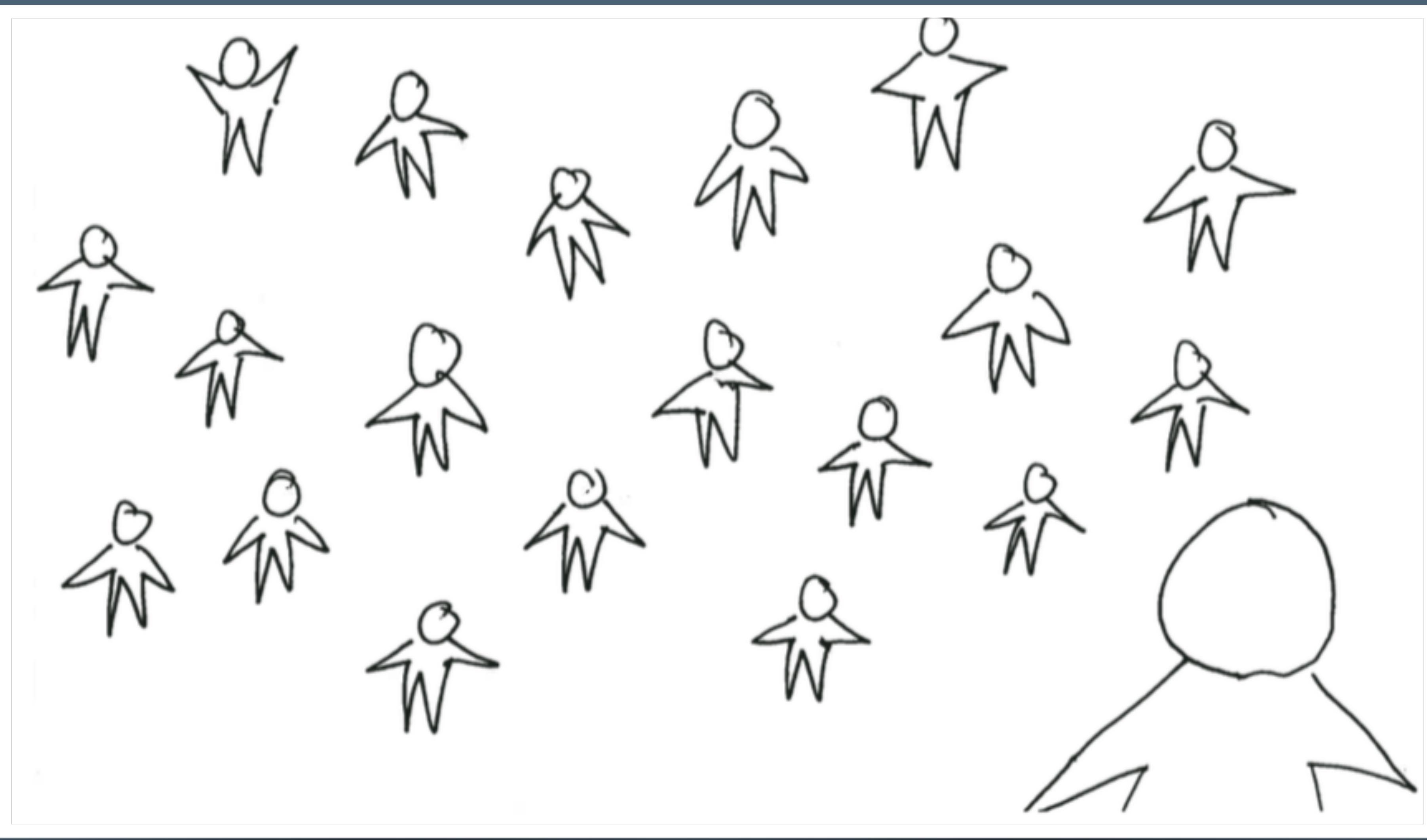
- Studio learning and critique
- Visual communication using both bits and atoms
- Rapid ideation and prototyping
- Advanced domains for HCI: ubiquitous computing, social computing, guest speakers

# Design studio

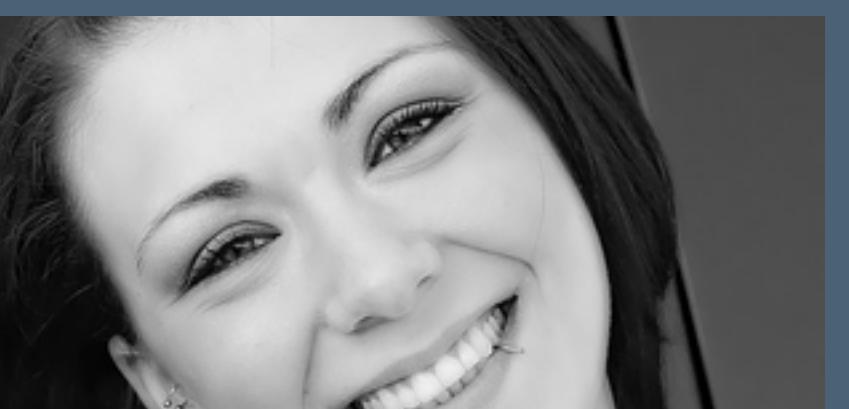
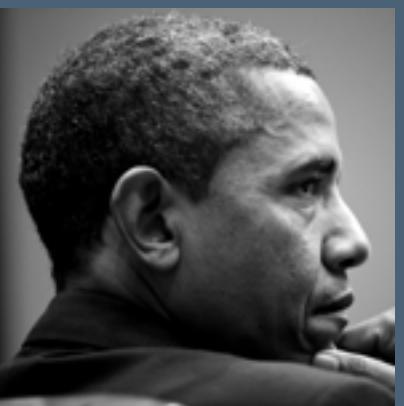
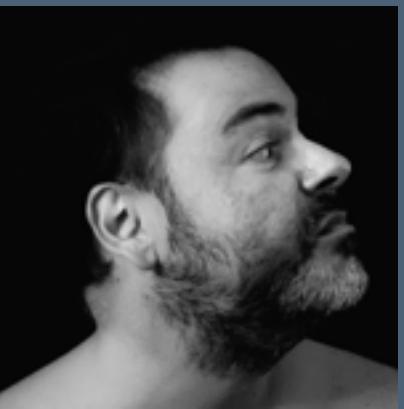


- Popularized by the École des Beaux-Arts in France in the 1800's
- Learning-by-doing with expert critique





# Play with the grid

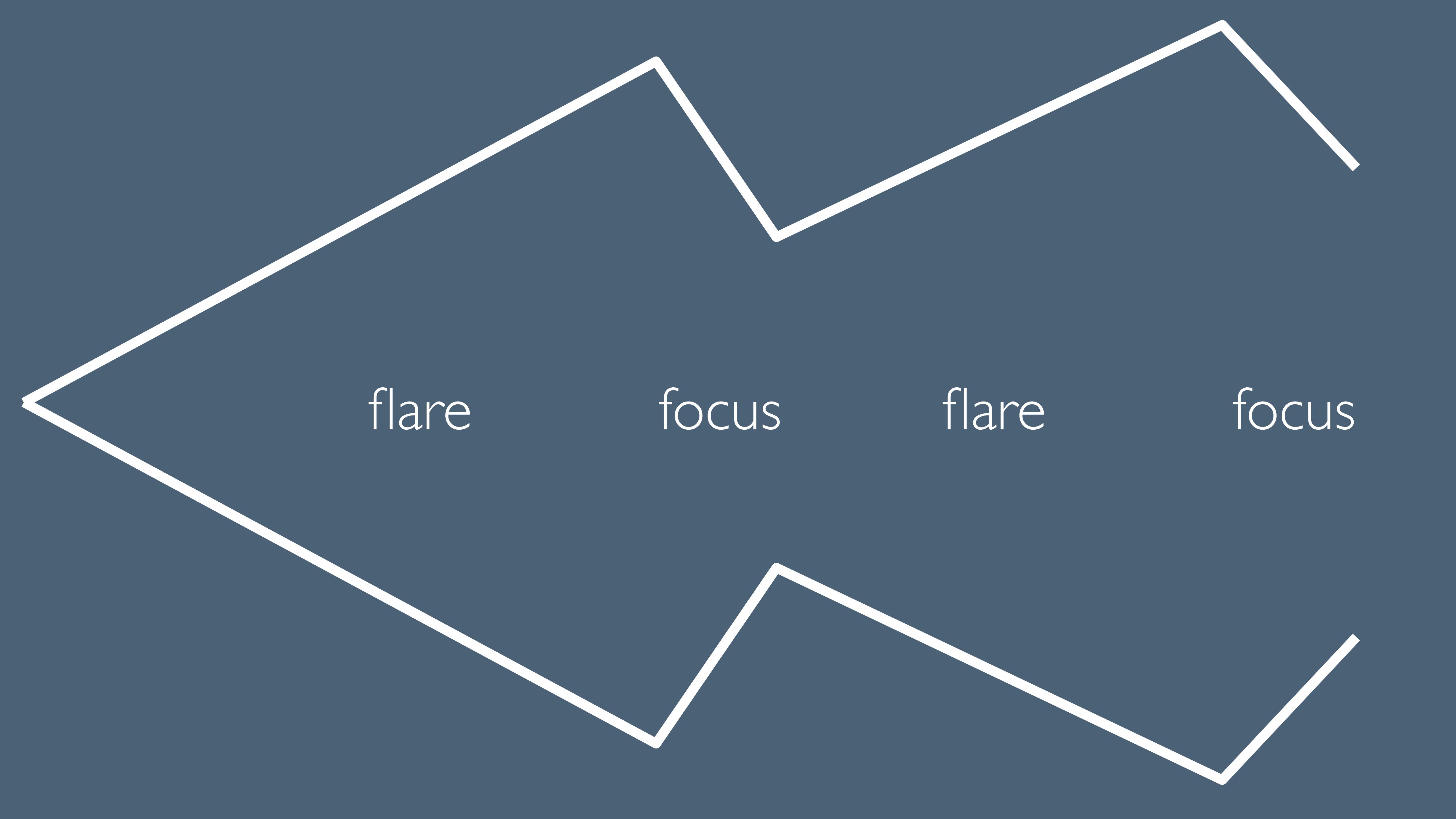


# Example

```
<div class="row">
  <div class="col-md-3 col-xs-6">
    
  </div>
  <div class="col-md-3 col-xs-6">
    
  </div>
  <div class="col-md-3 col-xs-6">
    
  </div>
  <div class="col-md-3 col-xs-6">
    
  </div>
</div>
```

Four to a row at desktop  
(md) width, and two to a  
row at mobile (xs) width





flare

focus

flare

focus

# Procedure

serial prototyping condition



parallel prototyping condition





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# Human–computer interaction

From Wikipedia, the free encyclopedia

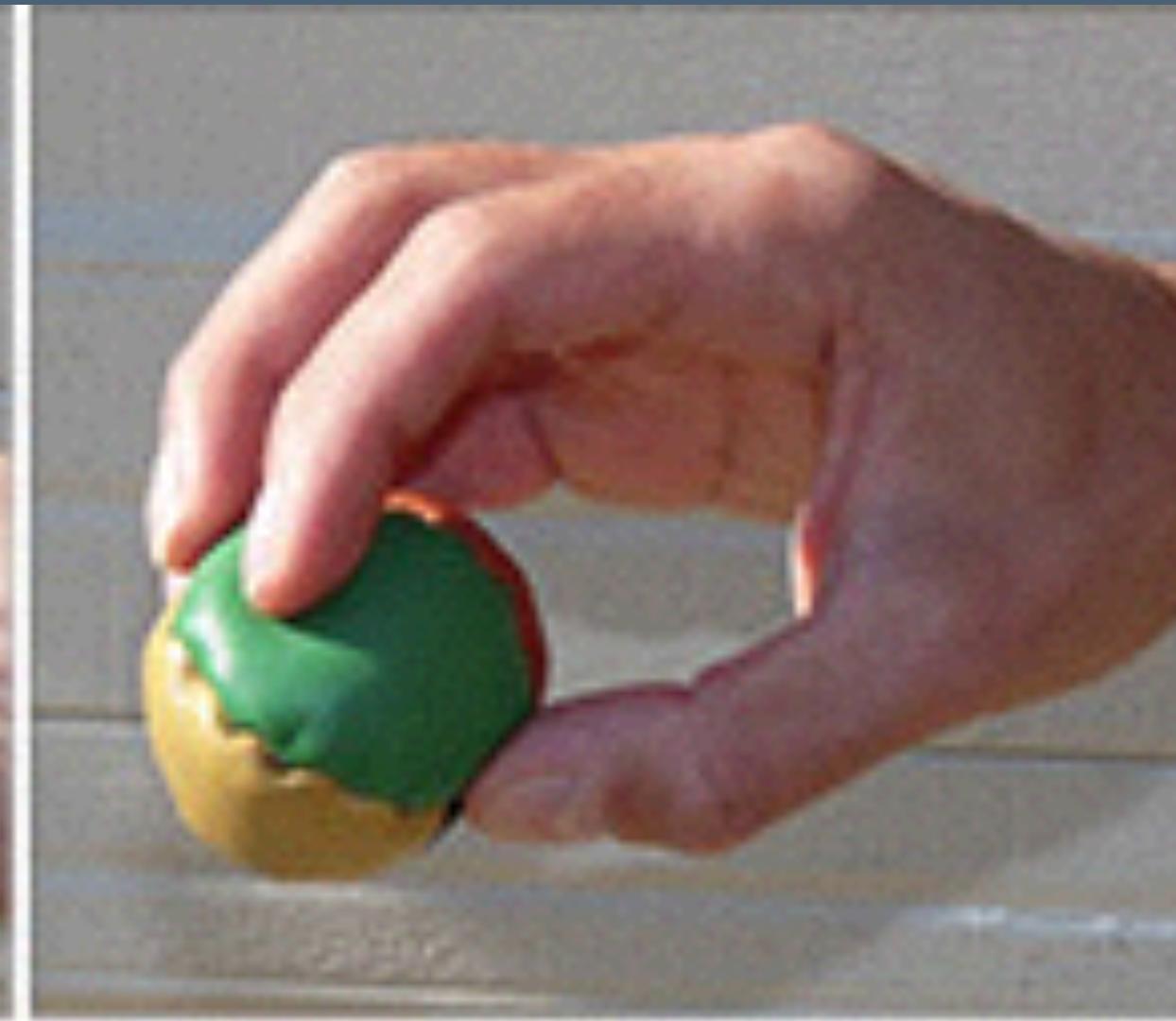
## Human–computer interaction (HCI)

involves the study, planning, design and uses of the interfaces between people ([users](#)) and computers.

It is often regarded as the intersection of computer science, behavioral sciences, design, media studies, and [several other fields of study](#). The term was popularized by [Stuart K. Card](#) and [Allen Newell](#) of Carnegie Mellon University and [Thomas P. Moran](#) of IBM Research in their seminal 1983 book, *The Psychology of Human-Computer Interaction*, although the authors



A woman teaching girls in Afghanistan how to use [OLPC](#) computers. Human use of computers is a major focus of the field of HCI. ↗



Power grip, fingers vs palm

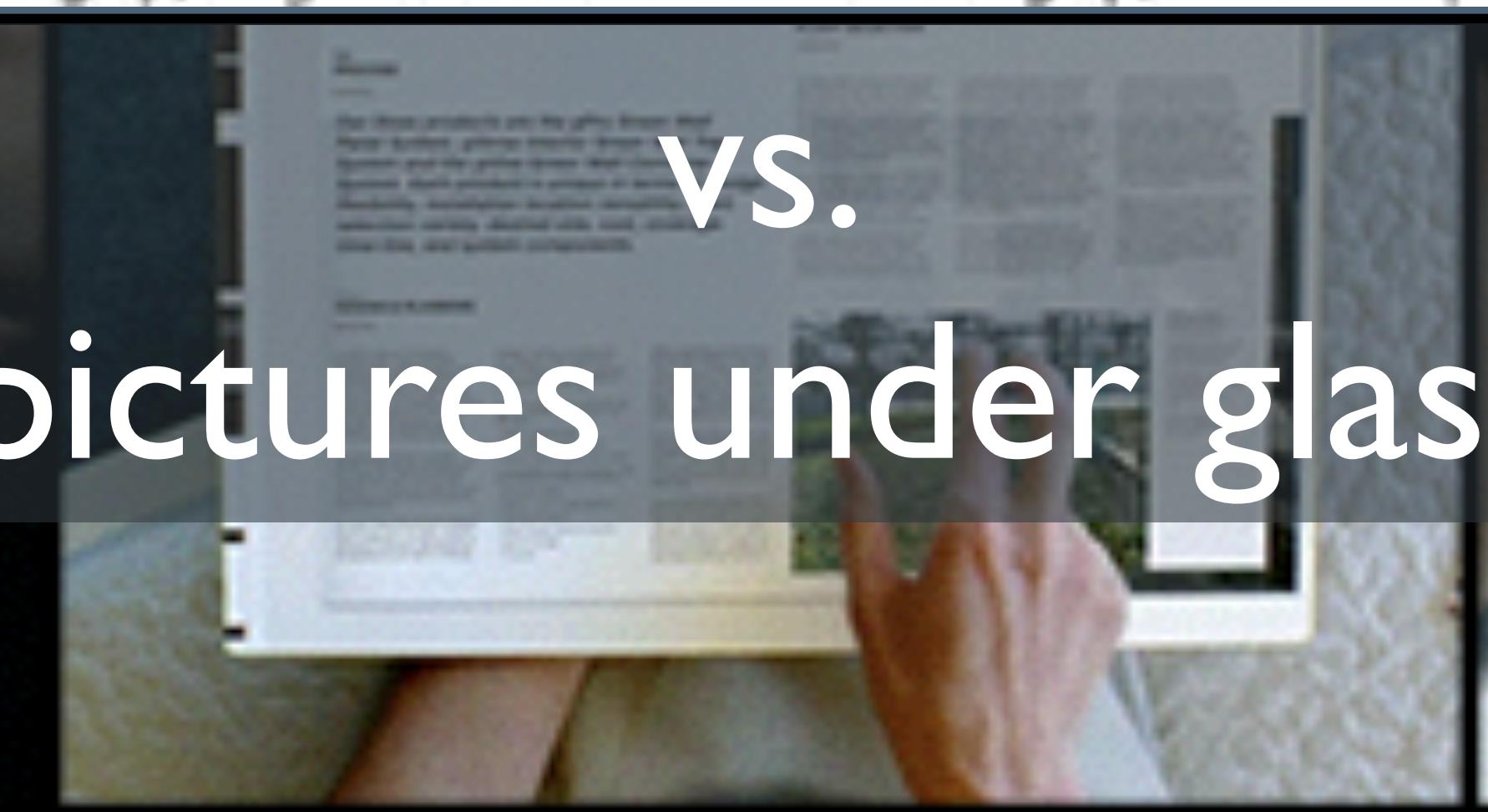
Precision grip, fingers vs thumb

Hook grip, between phalanges

Scissor grip, between fingers

vs.

“pictures under glass”





# We hope you take away...

- Operating at an advanced level as an interaction designer and design thinker
- Delivering, receiving, and integrating design critique

# What now?

- CS 376: HCI Research
- CS 448B: Visualization
- CS 377U: Understanding users
- CS 377E: Designing solutions to global grand challenges
- Any other CS 377x
- Courses by Sean Follmer, Camille Utterback, Jeremy Bailenson, the LDT program, CCRMA
- d.school
- Many more at [hci.stanford.edu](http://hci.stanford.edu)

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