KAIST FALL 2024
CS473: INTRO TO SOCIAL COMPUTING
SOCIAL.CSTLAB.ORG

Class 05:
Interactions I

2024.09.19

Joseph Seering

Administrative Notes

- Reminder to please submit your reading responses by <u>11:59PM the night before class</u> on Campuswire.
  - 1 Multiple choice and 1 short answer question

- Attendance sheet will be in front of class at the start of each class. Please sign in.

- Looking ahead: DPM #1: Ideation studio ~~09/24~~ → 09/26

Design Project Milestone #1: Ideation

Deliverables:

- In-class studio presentation on ~~09/24~~ → 09/26.
  - 8 mins presenting / 7 mins Q&A
  - All team members must participate in the presentation
- Report due by midnight 09/27.

The studio presentation is basically a draft/summary of the report. It's the same content, but presented for discussion. You should incorporate feedback from the studio into your report.

Design Project Milestone #1: Ideation

What you need to do:

1. Problem statement
2. Problem background – (How do we know this problem exists?)
3. Motivation – (Why use social computing to solve this?)
   …
4. How Might We (HMW) Questions
5. Solution ideas
6. Storyboards

Design Project Milestone #1: Ideation

"How Might We" Questions

"How might we" (HMW) questions are short questions that launch ideation. They're broad enough to include a wide range of solutions but narrow enough to impose helpful boundaries.

Between the too narrow "HMW create an ice cream cone that doesn't drip" and the too broad "HMW redesign dessert", is the properly scoped "HMW redesign ice cream to be more portable."

From d.school design thinking bootcamp

Challenge
Redesign the airport waiting space.

Point of View
A frenzied mother of three rushes to her gate to find out her flight is delayed. She has to entertain her playful children to avoid irritating already-frustrated fellow passengers.

How Might We
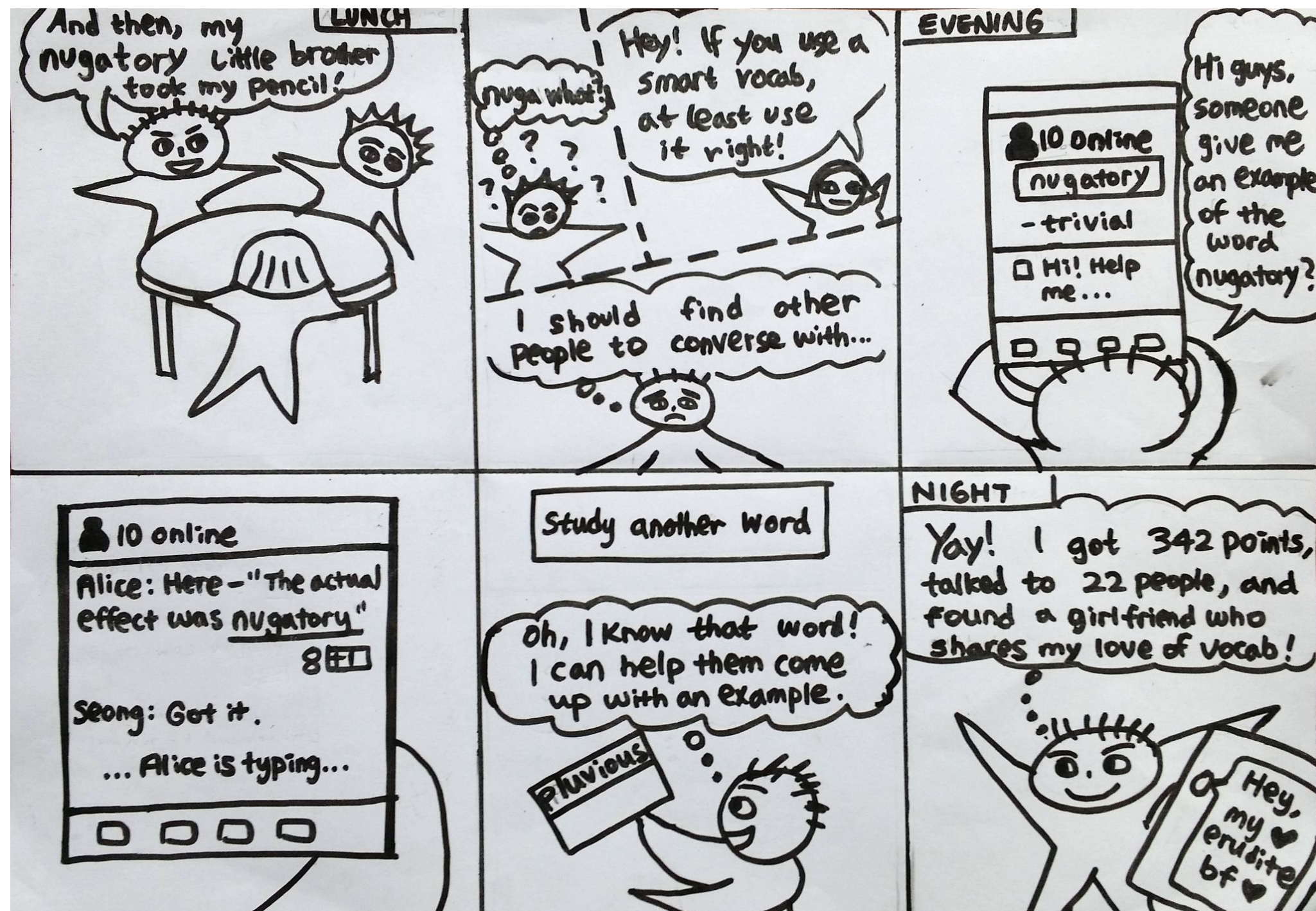Alleviate tension: HMW separate the kids from fellow passengers?

Explore the opposite: HMW make the wait the most exciting part of the trip?

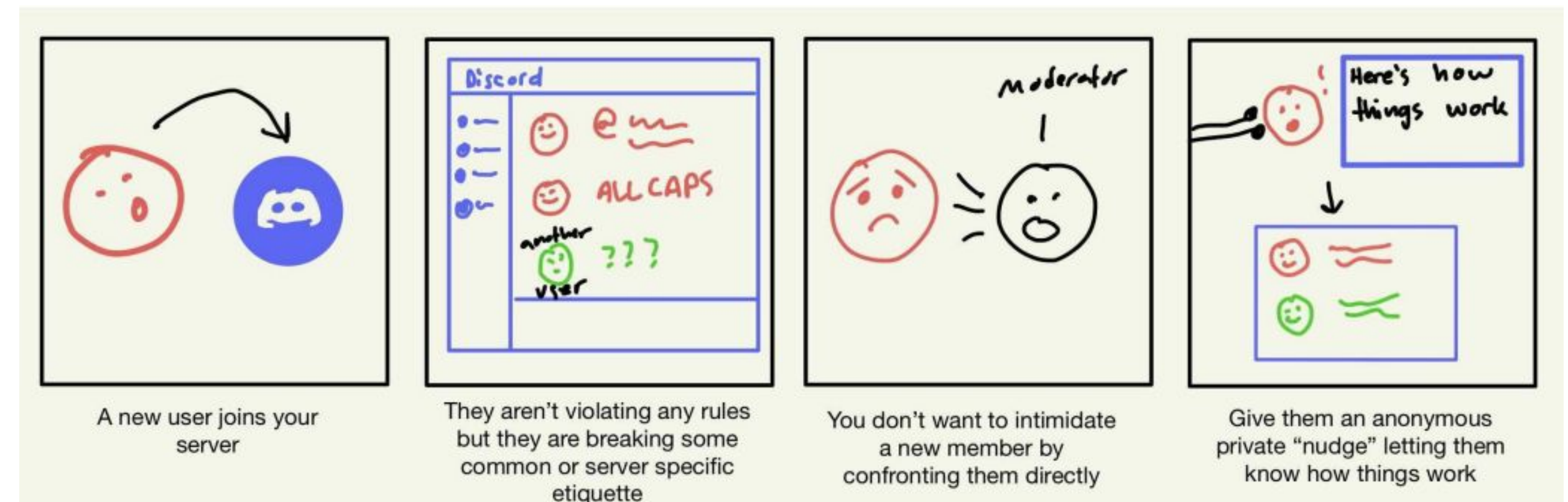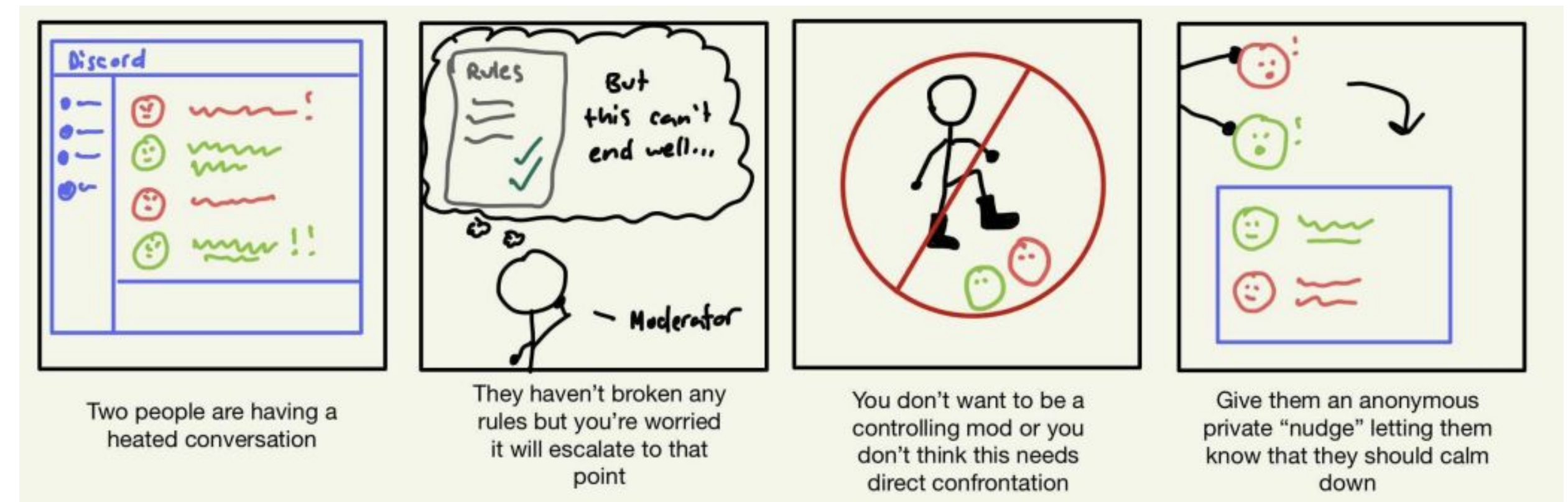Question an assumption: HMW remove wait time altogether?

Create an analogy from need to context: HMW make the airport like a spa? Like a playground?

Change a status quo: HMW make playful, loud kids less annoying?

Design Project Milestone #1: Ideation

From Fall 2016 Social Computing Class, "Verbivore" Team

Seering et al. 2024, "Chillbot"

Design Project Milestone #1: Ideation

Now: Take 3 minutes to read over DPM#1 on the website.

Any questions?