

INTERFACE HUMANO-COMPUTADOR

AULA 00 - APRESENTAÇÃO DISCIPLINA



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Igor Scaliante Wiese, PhD.

Software Engineering Professor and Researcher at UTFPR - Brazil; Husband! Father! Corinthians fan! Chargers fan! Beer lover!

Home

Publications

Research

Students

Service

Teaching



Igor Scaliante Wiese, PhD.

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I completed a PhD in Computer Science at the **Institute of Mathematics and Statistics at University of São Paulo** in 2016. Currently, I am a Assistant Professor at the **Federal University of Technology - Paraná (UTFPR)**, Brazil, working in the Academic Department of Computing (DACOM), where I am developing my research in the **Software Engineering and Collaborative Systems Research Lab**. I was a visiting scholar at the **University of California, Irvine** from July 2013 to January 2014. I am also a member of the **Software Engineering and Collaborative Systems Research Group** from **University of São Paulo**, and the Research Group on Information Systems from **State University of Maringá (UEM)**. Currently, I am at Northern Arizona University doing a post-doctoral.

I research the intersections of **Software Engineering (SE)** and **Computer Supported Cooperative Work (CSCW)**. Currently, I am working on help developers to find artifacts to perform a task correctly, using recommendation systems based on socio-technical aspects of software development. I am interested in Mining Software Repositories techniques, Recommendation Systems, Open Source Software, Human Aspects of Software Engineering and Empirical Software Engineering.



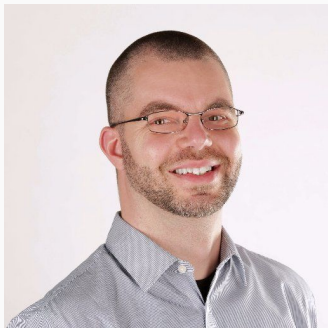
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A word cloud visualization of terms related to open source software. The most prominent words are 'OPEN', 'SOFTWARE', 'ACCESS', 'SYSTEM', 'SOURCE', and 'FREE'. Other visible words include 'COPYRIGHT', 'PUBLIC', 'COST', 'DESIGN', 'SCIENTIFIC', 'WORLD', 'PROJECTS', 'POTENTIAL', 'COMMUNITIES', 'DISTRIBUTED', 'PRODUCT', 'MANUFACTURERS', 'SIMILAR', 'TECHNOLOGY', 'COSTS', 'EVEN', 'MOVEMENT', 'PLATFORM', 'ANOTHER', 'WORKS', 'POLITICAL', 'ARTICLE', 'NEW', 'MESSAGEBOARDS', 'COMPUTER', 'IDEA', 'WORK', 'CITATION', 'PROCESS', 'COMPANIES', 'DIGITAL', 'SOCIAL', 'USING', 'DATA', 'TERMS', 'SYSTEMS', 'ONLINE', 'LICENSE', 'MANY', 'MADE', 'TECHNOLOGIES', 'MEDIA', 'INTERNET', 'WELL', 'CULTURE', 'DEVELOPMENT', 'CASE', 'USE', 'AVAILABLE', 'RESEARCH', 'CODE', 'GENERAL', 'FILM', 'DESCRIBE', 'CREATED', 'PROPERTY', 'INTELLECTUAL', 'EXAMPLES', 'ONE', 'CULTURAL', 'HARDWARE', 'INNOVATION', 'PRODUCTION', 'SHARING', 'MODELS', 'PRODUCTS', 'RESOURCES', 'BUSINESS', 'NETWORK', 'CENTURY', 'COMMONS', 'PROJECT', 'OPERATING', 'BLOGS', 'CONTENT', 'INFORMATION', 'INDIVIDUALS', 'LINUX', 'BEER', 'ETHICS', 'SHARED', 'EXAMPLE'.



Christoph Treude
University of Adelaide



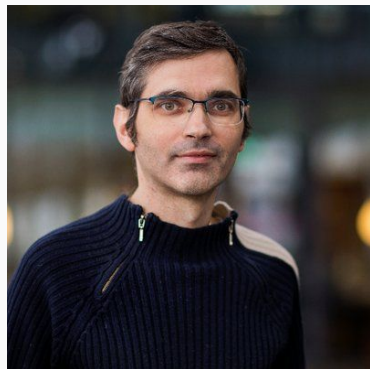
Anita Sarma
Oregon State University



Igor Steinmacher - UTFPR



Marco Gerosa
Northern Arizona University



Alexander Serebrenik
Eindhoven University of Technology



Gustavo Pinto
Universidade Federal do Pará

The expert
in anything
was once a
beginner.



O que vamos aprender?

- Conceitos e teorias em IHC
- Processo de design
- Prototipagem
- Avaliação em IHC

O que não vamos aprender?

- CorelDraw, Photoshop, Desenho, teoria das cores, etc.



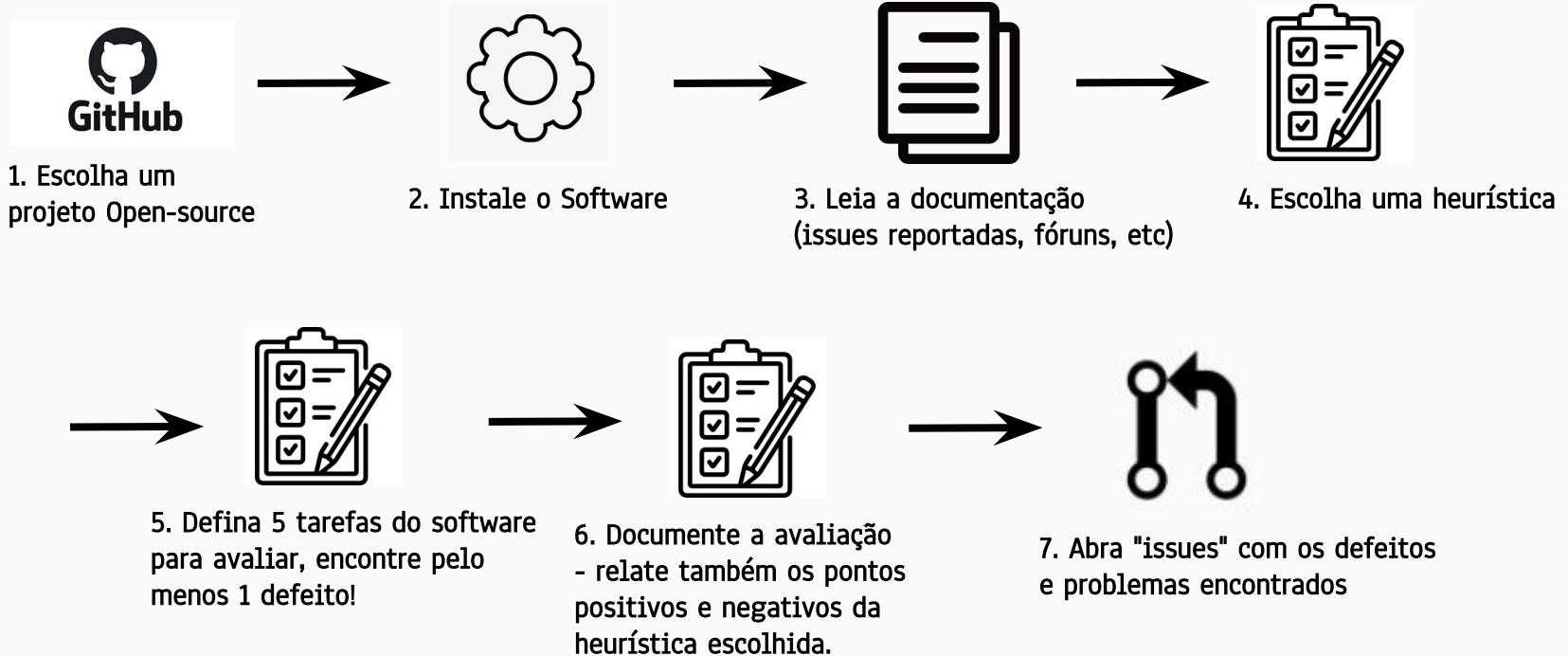
Avaliação

- Trabalho 1 (parte 1) - google design sprint
- Trabalho 2 - (parte 2) (re-design, segundo ciclo do google design sprint)

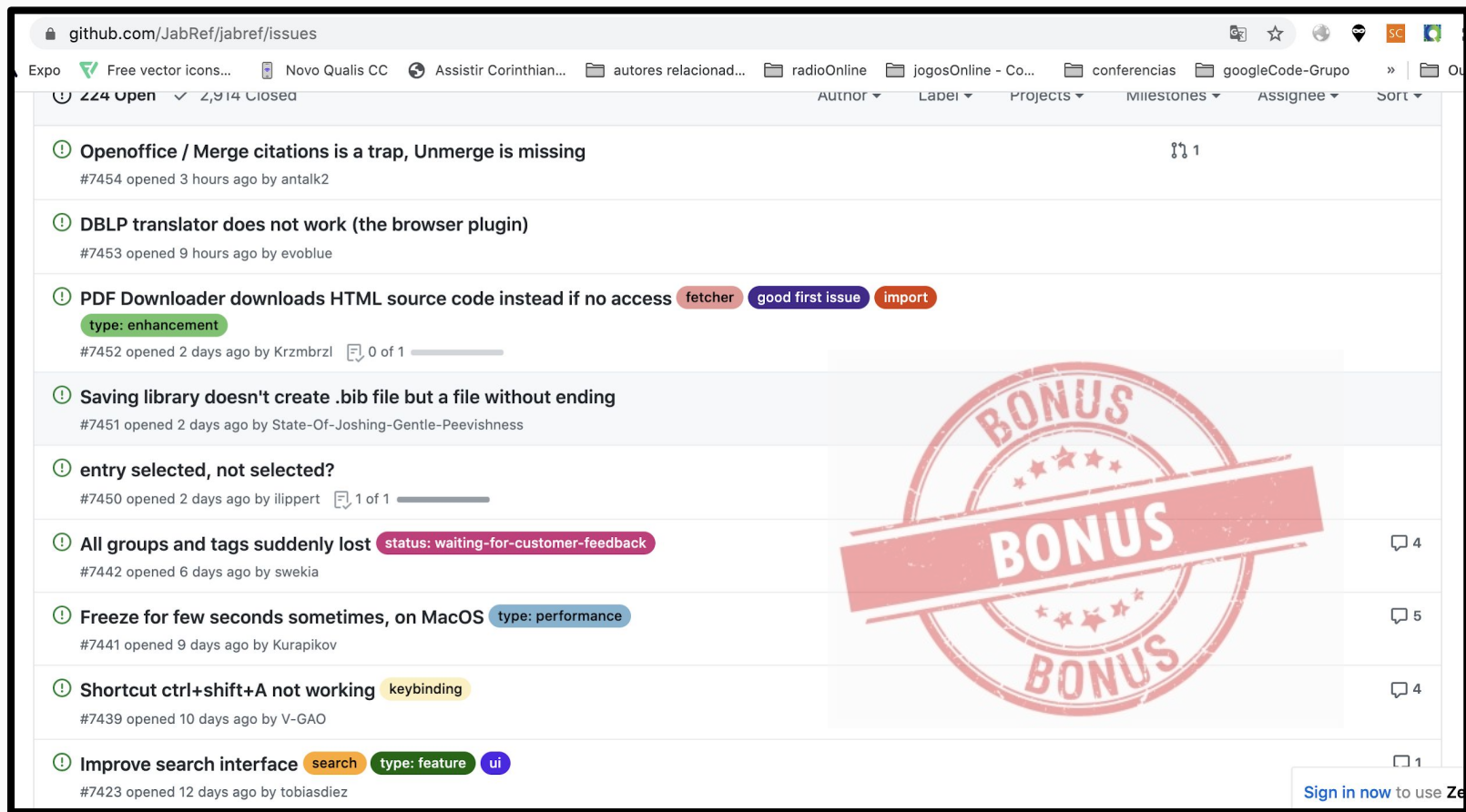


- Não abandone seu time!
- Não divida o trabalho por disciplina!
- Apresentação do trabalho não realizada não terá nota!
- Mesmo time para o Trabalho 1 e 2. (3-4 alunos)

Trabalho 1: Avaliação



Trabalho 1: Avaliação - Bônus de 20% se a contribuição for aceita OU vocês resolverem via pull request!!!



github.com/JabRef/jabref/issues

Expo Free vector icons... Novo Qualis CC Assistir Corinthian... autores relacionad... radioOnline jogosOnline - Co... conferencias googleCode-Grupo » Ou

224 Open 2,914 Closed Author Label Projects Milestones Assignee Sort

- Openoffice / Merge citations is a trap, Unmerge is missing**
#7454 opened 3 hours ago by antalk2 1
- DBLP translator does not work (the browser plugin)**
#7453 opened 9 hours ago by evoblue
- PDF Downloader downloads HTML source code instead if no access** fetcher good first issue import
type: enhancement
#7452 opened 2 days ago by Krzmbzrl 0 of 1
- Saving library doesn't create .bib file but a file without ending**
#7451 opened 2 days ago by State-Of-Joshing-Gentle-Peevishness
- entry selected, not selected?**
#7450 opened 2 days ago by ilipert 1 of 1
- All groups and tags suddenly lost** status: waiting-for-customer-feedback
#7442 opened 6 days ago by swekia 4
- Freeze for few seconds sometimes, on MacOS** type: performance
#7441 opened 9 days ago by Kurapikov 5
- Shortcut ctrl+shift+A not working** keybinding
#7439 opened 10 days ago by V-GAO 4
- Improve search interface** search type: feature ui
#7423 opened 12 days ago by tobiasdziez 1

[Sign in now](#) to use Ze

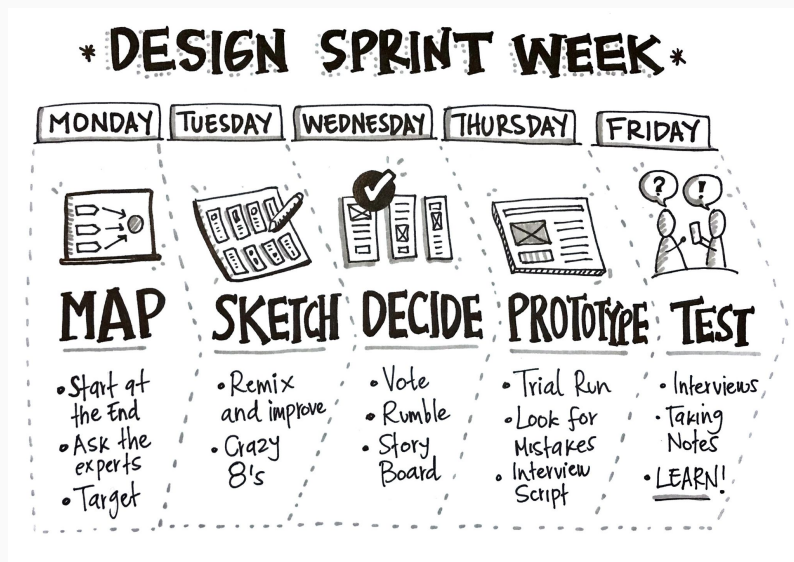
Trabalho 1: Avaliação

- Entregas e orientações no moodle
- Pode ser entregue até 2 semana de abril
- Bônus pode ser entregue até final da disciplina
- Template de documentação será disponibilizado no moodle
- Todos os trabalhos terão auto-avaliação do aluno e do time.
- Pitch de apresentação final de 5 minutos (data combinada na disciplina)
- Nota: 20% avaliação da heurística, 20% descrição do defeitos, 20% apresentação, 30% descrição do defeito no projeto real, 10% apresentação

Trabalho 1: google design sprint



1. Escolha um problema



Crie o website do produto
(e.g
<https://web.stanford.edu/class/cs147/projects/TransportationAndMobility/TransitMate/>)



Definir personas, coletar dados de pessoas reais



Preparar um "conceptual video"



Prototipar



Teste com usuários reais

1-2 WEEKS BEFORE
DESIGN SPRINT

Problem Framing

● With a team of decision-makers

- ✓ Contextualize the problem
- ✓ Justify the business need
- ✓ Understand the customer
- ✓ Define the opportunity

Day 1

Understand

- ✓ Lightning Talks
- ✓ Map-to-Map (Empathise)
- ✓ Long-term Goal & Questions
- ✓ Ask the Experts
- ✓ HMWs
- ✓ Pick a Target

Day 2

Sketch & Decide

- ✓ Lightning Demos
- ✓ 4-step Solution Sketch
- ✓ Sticky Decision
- ✓ Storyboard

Day 3

Prototype


- ✓ Plan Roles & Pick Tools
- ✓ Build
- ✓ Test Run

Day 4

Test

- ✓ Customer Interviews
- ✓ Learn
- ✓ Plan Next Steps

Avaliação - Bônus 20% se tiver implementação real!!! (por exemplo usando Flutter, React Native, Vuejs responsivo, etc)

 Flutter

DocsShowcaseCommunity

The schedule for Flutter Engage is now available. Sign up now!

Interested in working on Flutter? See our [open job listings](#).

Get started

1. [Install](#)
2. Set up an editor
3. Test drive
4. Write your first app
5. Learn more

From another platform?

Flutter for Android devs

Flutter for iOS devs

Flutter for React Native devs


Flutter for web devs


Flutter for Xamarin.Forms


Install


[Docs](#) > [Get started](#) > Install

Select the operating system on which you are installing Flutter:

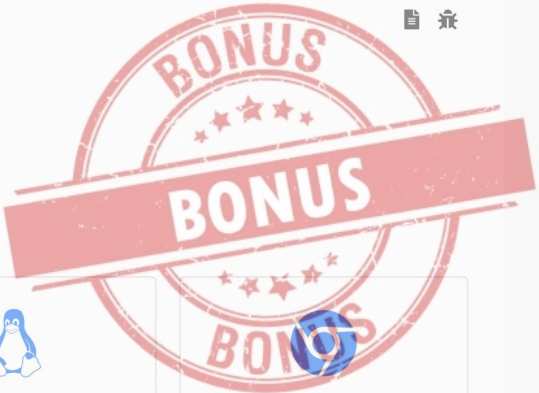

Windows


macOS


Linux


Chrome OS

[Set up an editor >](#)



Trabalho Avaliação

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- Todos os trabalhos terão auto-avaliação do aluno e do time.
- TODOS OS ALUNOS DEVEM ESTAR NA APRESENTAÇÃO - falta no dia da apresentação vai implicar em desconto da nota individual
- 10% website, 10% conceptual video, 10% mapa de empatia/entrevistas, 30% Prototipo/Demo, Teste com usuário 20%, Heurística 10%, 10% pitch final.

Trabalho Avaliação

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- <https://gustavomartinx.github.io/Human-Computer-Interaction/>
- <https://iagocarmona.github.io/>
- <https://renangas.github.io/Human-Kitchen-Interaction/>

