Informatics 134

Software User Interfaces
Winter 2022

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Agenda

1. Course Introduction

2. Scenario Development

Course Introduction

Introductions

Mark Baldwin, Instructor
Ph.D. Informatics, University of California, Irvine
MHCI, Carnegie Mellon University

Jensine Raihan, Teaching Assistant
Ph.D. Student, Informatics Department, University of California, Irvine

Complete the canvas survey and introduce yourself in Zulip!

Course Description

Students complete an end-to-end user interface programming project based on an iterative design paradigm. Topics may include requirements brainstorming, paper prototyping, iterative development, cognitive walk-through, quantitative evaluation, and acceptance testing.

Individual Assignments

- A1 Introductions and Survey
- A2 Five and Five
- A3 Custom Toolkit
- A4 Speculative Story

Team Assignments

- T1 Web Frameworks and Graphical Toolkits
- T2 Scenario Story
- T3 Progressive Web App

Individual Assignments

Getting Started

- Complete A1 by this Thursday
- Start 'thinking' about A2 today
- We will formally introduce A2 on Thursday

Team Assignments

Getting Started

- Officially start next week
- Teams announced next Monday

Any questions so far?

Scenario Development