

# Informatics 134

Software User Interfaces  
Spring 2021

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# Agenda

1. Course Introduction

2. Scenario Development

# Course Introduction

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## 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

## **Introductions**

**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

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