

Informatics 134

Project in User Interaction Software

Introductions

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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.

Course Description

Focus for this quarter

Design and development of good user interfaces and user experiences.

Course Description

Focus for this quarter

Design Notebooks

Teamwork and formal critiques

Story development and communication

Designing software user interfaces for mobile, web, and other

Assignment Overview

A1: Team Building

Select a scenario

Create a team name

Write a requirements document

Assignment Overview

A2: Scenario Story

Use sketching, storyboards, and paper prototypes to create a vision for your scenario

Assignment Overview

A3: High Fidelity Prototypes

Create wire frames to build up high fidelity prototypes for both mobile and web interfaces

Evaluation report

Assignment Overview

A4: Functional Mobile

Build a fully functional mobile interface using a tool of your choosing

Assignment Overview

A5: Functional Web

Build a fully functional web interface using a tool of your choosing

Assignment Overview

Individual: Design Notebooks

Observe and reflect on an object with an interface

Weekly submission must include at least 2 objects

PDF final format, include sketches or pictures that help tell story

Assignment Overview

Individual: Speculative Story

Extension of your group work

Design a story around one of the following interfaces:

1. Augmented Reality
2. Virtual Reality
3. Voice Assistant
4. Wearable (production or speculative)

Course Timeline and Structure

Design Notebooks due every Monday through Week 5

Live lectures every Tuesday (recorded)

Team work time every Thursday

To the course website!

Next Steps

Get signed up on Zulip and introduce yourself

Complete the Skills Survey* on Canvas (DUE this Thursday)

Start working on your first entry of your Design Notebook (DUE this Monday)

*** Teams assignments will be announced on Monday**

Design Notebooks

Design Notebooks

Goals

Reflect on what makes a user interface good and bad
Build story telling skills

Design Notebooks

Anyone can cook!

Design does not mean drawing

“Design is a plan for arranging elements in such a way as best to accomplish a particular purpose.” - Charles Eames

Design Notebooks

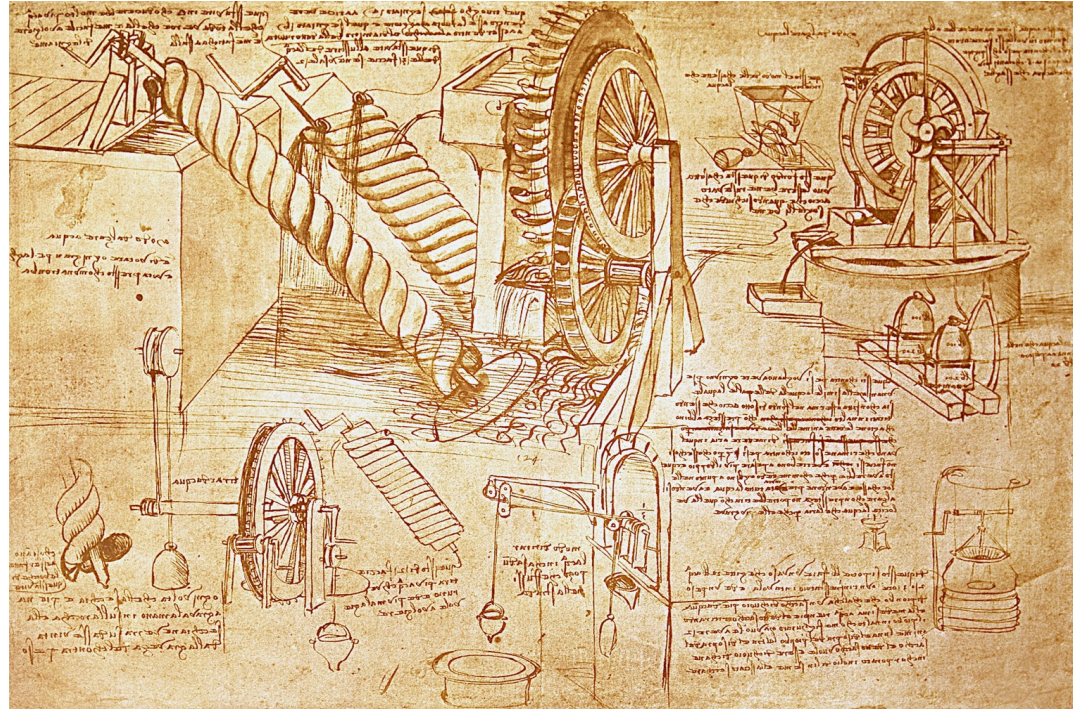
“Design is a plan for arranging elements in such a way as best to accomplish a particular purpose.” - Charles Eames

Our purpose is to ensure that *everyone* can interpret and act upon the software user interfaces that we create.

Design Notebooks help us strengthen our ability to recognize the differences between good and bad interfaces.

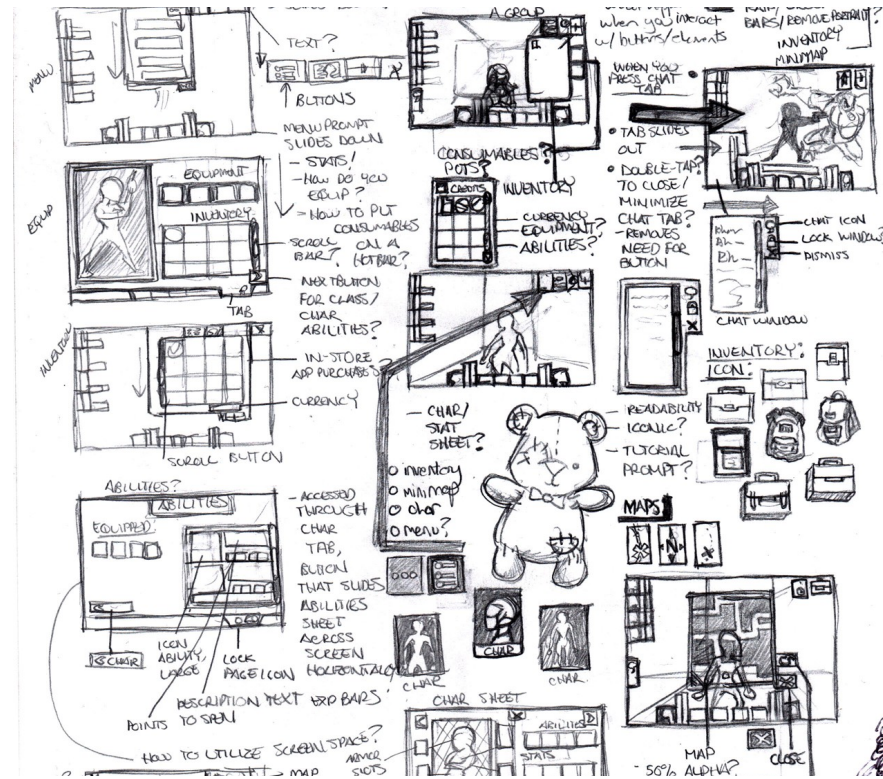
Design Notebooks

Some Examples



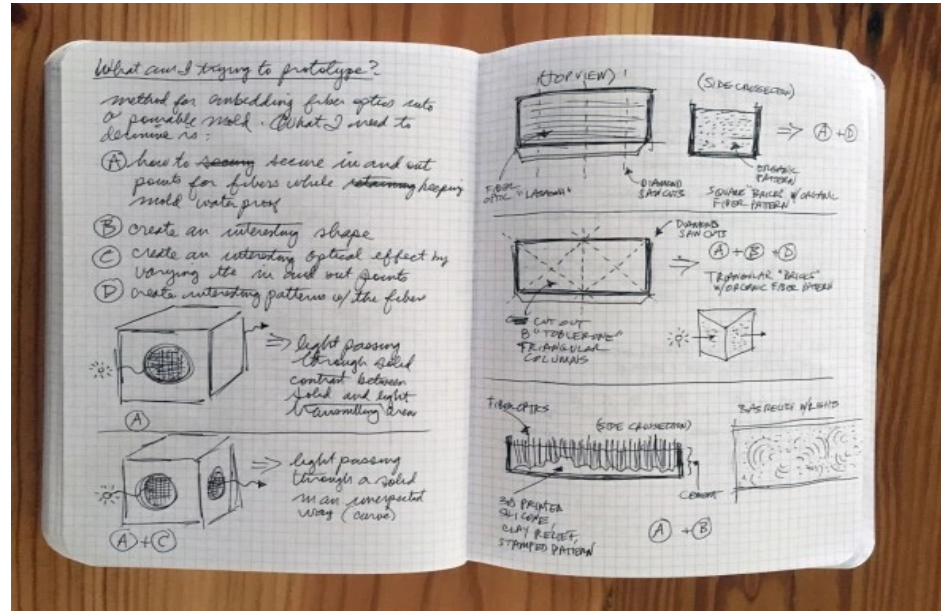
Design Notebooks

Some Examples



Design Notebooks

Some Examples



<https://www.fastcompany.com/3056991/16-famous-designers-show-us-their-favorite-notebooks>

Design Notebooks

Some Examples

There are a two more examples from previous courses linked on the assignment page at the course website.

Selecting an Object

Something you interact with on a regular basis:

Door knob

Coffee pot

Television or other electronics

Software or mobile app

Design Notebooks

Reflection

Was the interaction successful? Why or why not?

Do you use the object with conscious thought or are you able to remain focused on other goals and activities without thinking about it?

When the interaction is successful, what properties about its design support that outcome?

When the interaction is unsuccessful, what types of workarounds do you employ to achieve your goal?

Design Notebooks

Submission

At least one sketch or photograph of each of your two objects.

A brief description of what the object is and how you use it.

A one or two paragraph reflection on your experience interacting with the object.

A short description or sketch of how you might improve your experience.