Stanford University
Human-Computer Interaction

Scott Klemmer
Associate Professor of Computer Science

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Week 1

Lecture 1: Introduction

- 1.1 Human-Computer Interaction
- 1.2 The Power of Prototyping
- 1.3 Evaluating Designs
- 1.4 The Birth of HCI

Lecture 2: Needfinding

- 2.1 Participant Observation
- 2.2 Interviewing
- 2.3 Additional Needfinding

Assignment 1: Needfinding

Week 2

Lecture 3: Rapid Prototyping

- 3.1 Paper Prototyping and Mockups
- 3.2 Wizard of Oz
- 3.3 Video Prototyping
- 3.4 Creating and Comparing Alternatives

Lecture 4: Direct Manipulation

- 4.1 Direct Manipulation
- 4.2 Mental Models

Assignment 2: Rapid prototyping

Week 3

Lecture 5: Heuristic Evaluation

- 5.1 Heuristic Evaluation — Why and How?
- 5.2 Design Heuristics (Part 1/2)
- 5.3 Design Heuristics (Part 2/2)

Lecture 6: Representations

- 6.1 Representations Matters
- 6.2 Distributing Cognition

Assignment 3: Start building

Week 4

Lecture 7: Visual Design

- 7.1 Visual Design (Part 1)
- 7.2 Visual Design (Part 2)

Lecture 8: Information Design

- 8.1 Information Design (Part 1)

- 8.2 Information Design (Part 2)
- 8.3 Information Design (Part 3)

Assignment 4: Ready for Testing

Week 5

Lecture 9: Designing experiments

- 9.1 Designing Studies That You Can Learn From
- 9.2 Assigning Participants To Conditions

Lecture 10: Running Experiments

- 10.1 Running Lab Experiments
- 10.2 Running Web Experiments
- 10.3 Comparing Rates

Assignment 5: User Testing