Introduction & Course Overview

CS 194H – User Experience Design Project

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Stanford University
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Outline

• Survey
• Who are we?
• Course overview & schedule
• Introductions
• Teams

Survey


Who are We?

James Landay

• Professor in Computer Science at Stanford
  – formerly professor at Cornell Tech, University of Washington & Berkeley
  – spent 3 years as Director of Intel Labs Seattle
  – Dec 2011 finished 2.5 year sabbatical at Microsoft Research Asia
• PhD in CS from Carnegie Mellon ’96
• HCI w/ focus on informal input (pens, speech, etc.), crowdwork, web design (tools, patterns, etc.) & Ubiquitous Computing
• Founded NetRaker, 1st in web experience management (sold to Keynote)
• Co-authored The Design of Sites with Doug van Duyne & Jason Hong
• Office Hours: Tue. 4-5 PM / Thur 10-11 AM in 380 Gates (tentative)
• Email: landay@[insert usual Stanford email domain]

Emily Tang

• CS & Psychology Undergrad, CS Masters
• Interested in human behavior, educational equity, and diversity in STEM
• I like corgis
• Office Hours – TBD
How to Design and Build UIs

- UI Development process
- Usability goals
- User-centered design
- Need finding, task analysis & contextual inquiry
- Rapid prototyping
  - Evaluation
  - Programming

Goals of the Course

- Learn to prototype, evaluate, & build UIs
  - the needs & tasks of prospective users
  - cognitive/perceptual constraints that affect design
  - technology & techniques used to prototype UIs
  - techniques for evaluating a user interface design
  - importance of iterative design for usability
  - how to work together on a team project
  - communicate your results to a group
    - key to your future success
- Understand where technology is going & what UIs of the future might be like

Course Format

- Quarter long project & individual homework
- Interactive lectures / Project presentations (usually on Tuesdays)
- Studio design critiques on Thursday (usually)
- Readings (small number & short)
- All material is (will be) online
  - slides, exercises, readings, schedule
  - http://hci.stanford.edu/courses/cs194h/
- Have fun & participate!

Project Description

- We will continue work on projects from CS 147
  - existing groups will stay intact
  - we will assign “new” students to teams
- Groups
  - 4 students to a group ➔ 4-6 groups
  - groups meet with teaching staff every week
    - often in class, but also regularly scheduled outside
- Cumulative
  - apply several HCI methods to a single interface
Project Process Overview

- Project Recap (next Tue)
- Web Site
- Lab Usability Study
- Hi-Fi Prototype #2
- Field Usability Test
- Hi-Fi Prototype #3
- Hi-Fi Video Prototype
- Final posters/presentations & project fair with industry guests

Schedule

http://hci.stanford.edu/courses/cs194h/2017/wi/calendar.html

Books

- Universal Principles of Design by Lidwell, Holden & Butler
  - “handout” ~8 chapters we will use
- We will also hand out other papers, give you web links & refer to slides
- Other recommended refs on web page

Assignments

- Individual
  - 5 short studio tasks + one individual talk
- Team
  - 8 team assignments including web site
    - 4-5 team presentation/demos + with 1 write-up
    - video
    - poster
  - team web site graded
  - all work handed in online
    - team work on team web site
    - individual work shared w/ teaching staff on GDocs

Grading

- No exams
- Individual assignments (30%)
- Group project (60%)
  - demos/presentation (team component)
  - project write-up
  - team web site
  - ratings given by other team members
- In class participation (10%)
  - beyond simply attending

Tidbits

- Late Policy
  - no lates on team assignments
  - individual assignments lose one letter grade/day
- Cheating policy
  - Stanford honor code
Teams

• Which 147 teams are represented?
• How many team members?

Summary

• Thursday
  – Studio assignment #1 – Hierarchy & Tagging
  – Read How to Survive a Critique by Karen Cheng
  – Read Hierarchy from Universal Principles of Design
  – Share with johnyangsam@gmail.com so we can access during class