Intro to Human-Computer Interaction Design

Scott Klemmer
TAs: Marcello Bastea-Forte, Joel Brandt, Neil Patel, Leslie Wu

25 September 2007
• How Did We Get Here?
• Course Outline
• Pragmatics
• Studio & TA Introductions
• How Did We Get Here?
• Course Outline
• Pragmatics
• Studio & TA Introductions
Design
Applied Psychology
Computer Science
gewerbemuseum basel
ausstellung

der berufspphotograph
sein werkzeug - seine arbeiten

8. mai – 6. juni

mondags 14-19
mitwochs 14-19 15-21
samstags 10-17 14-19
söndags offen


Raymond Loewy

THE EARLY DAYS OF THE MACHINE AGE

MESSY

DIRTY

NOISY

BULKY

SEARS ROEBUCK'S COLDSPOT

BEFORE—Sales: 60,000 units

AFTER—Sales: 275,000 units
Henry Dreyfuss

The distance between drawing board and assembly line is not one inspired leap for the industrial designer but rather a series of careful and patient steps. Our development of Singer's Model 600 sewing machine is typical. Although there is an infinity of steps in between, the eight shown here are fundamental to our approach to a client's problem.

1. We start by studying the competition. We analyze models and illustrations of other companies' merchandise, both here and from abroad.

2. We familiarize ourselves with the client's manufacturing facilities. We like to know the limitations as well as the potentials of his plant.

3. We learn how the product will be used. In developing Model 600, our designers took a Singer sewing course, Singer zig-zag stitching and all.

4. After consultations with top management, sales executives and engineers, we develop a variety of idea sketches.

5. Now we're ready to study the design in three dimensions. We start this phase of the work with a rough clay model.

6. Using the anthropometric techniques we originated, we turn to human engineering. We see how a mother and daughter will use the machine.

7. Through each step there is close collaboration with our client's engineers. Working drawings are made and checked against their pilot model.

8. A prototype model—identical to the production-line product in every detail—completes the project. Exit designer. Enter sales team.
A scientist of the future records experiments with a tiny camera fitted with universal-focus lens. The small square in the eyeglass at the left sights the object (LIFE 19(11), p. 112).
Digital Computing
Compilers
Mouse, Hypertext
PEOPLE == COMPUTERS?
• How Did We Get Here?
• Course Outline
• Pragmatics
• Studio & TA Introductions
Design Process

- Discovery (week 1)
- What is Design? (week 2)
- Prototyping (week 3)
- User Studies (week 8)
Human Experience

- Mental Models, Representations (week 4)
- Visual Design (week 5)
- Visualization, Adaptive Interaction (week 6)
- Human-Information Interaction/Search, Computer-Supported Collaborative Work (week 7)
- Social Software (week 8)
Technical Issues

• Natural & Tangible User Interfaces, End-User Tools (week 9)
• Development Tools (week 10)
• How Did We Get Here?
• Course Outline
• Pragmatics
• Studio & TA Introductions
Course Values

- Curiosity & Initiative
- Design is Choice
- Prototyping Culture
Design Studio
Grading

- Weekly Studio Reviews (55%)
- Midterm (17.5%)
- Group Design Project (12.5%)
- Presentation (10%)
- Class Participation (5%)
- Experimental Participation (Pass/Incomplete)
• How Did We Get Here?
• Course Outline
• Pragmatics
• Studio & TA Introductions
GREETINGS FROM... MT. GRADMORE!

Marcello

some dude

COMPUTER SCIENCE PARK
ALBUQUERQUE, NM 2 YEARS.

Agent #147
Name: Marcello Basica-Forte
Operation: 2nd year CS master
Hometown: ABQ
Status: pretending to be a student
Past operations:

CONFIDENTIAL
Leslie Wu

Hometown: NY

Education:
CS PhD
Year 2.0

Office:
Gates 386

Leslie

I'm in your extended network

Huntington, NY
About me:
2nd year CS PhD
Hello old friends! What’s the hap? Today I’d like you to meet my BFF friend, Joel Brandt.

Meeting new friends:

Starring: T-Rex.

Prominently, have you met my new favorite soul? He’s a third-year Ph.D. student at Stanford.

But again, T-Rex! Not another imaginary friend. He’s not imaginary! He’s quite real, in fact.

Then show it off, have this introduce himself.

Ski Heavenly

Adult 03624474
JOEL BRANDT
CEDAR RAPIDS, IA
C.S. Ph.D. Student, 3rd Year
Praise For
“Neil’s Big Book of Design”
by Neil Patel

“Quite possibly, the best book ever.”
- New York Times

“He’s a 2nd year grad student
in Computer Science. Simply amazing.”
- Daily Bugle

“Neil’s from Sacramento, C.A. And
that’s exactly how he thinks
about design.”
- Stanford Daily

Publisher: CS147 Presses
Stanford, C.A., © 2007
Office Hours

- Scott Klemmer
  - Tue 10:30 – 12:15pm, Gates 384
- Marcello Bastea-Forte
  - Mon 3:00 - 5:00pm, Gates 392
  - Tue 10:00 - 12:00pm, Gates 498
- Joel Brandt
  - Tue 7:00 - 9:00pm, Gates B23
  - Wed 1:30 - 3:30pm, Gates 372
- Neil Patel
  - Tue 3:30pm – 5:30pm, Gates 382
  - Wed 3:30 – 5:30pm, Gates 382
- Leslie Wu
  - Wed 9:00 – 10:00am, Gates 386
  - Wed 11:00 – 12:00pm, Gates 386
  - Thurs 2:10 – 3:10pm, Gates 386
  - Thurs 4:05 – 5:05pm, Gates 386
Readings

- All reading assignments due before class on Tuesday
- Hardcopies will be distributed Thursday
- Accessible through homepage if registered
- Textbook: “Designing Interfaces” by Jenifer Tidwell
  - Available free online
Midterm and Final

- Midterm: Thursday 11/15, 6:00pm
- Final Project Presentations, Poster Session: Thursday 12/13, 7:00 – 9:00pm
Experimental Participation

- Participation in HCI research experiments for four 1-hour sessions
- Pass/Incomplete
- More info on course homepage
For Next Time...

- Submit your studio time preferences by Wed 1pm (link on course homepage)
- Do Assignment 1, Name Passports