CS 147 Overview
Design Thinking for UX Design, Prototyping & Evaluation

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Autumn 2015
December 4, 2015

B A L A N C E

DESIGN

TECHNOLOGY

HCI Approach to UX Design

Organisational and Social Issues

Humans

Testing and Evaluation

Design

Technology

Driven by the variability in human performance

Design

Prototype

Evaluate

Iterative Design
CS 147 - dt+UX: User Experience Design, Prototyping & Evaluation
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Goals of CS 147

Learn to design, prototype, & evaluate UIs
- tasks, activities & practices of prospective users
- cognitive/perceptual constraints affecting design
- techniques for brainstorming, ideation & prototyping
- methods for evaluating UI designs
- importance of iterative design for usability
- technology used to prototype UIs
- how to work together as a team
- communicating results to a group

Project Based Course

- Iterative design of a real UI
- Theme: mobile computing
- Quarter long projects
- Students: 223 across CS, Symbolic Systems ...
- 62 Teams
  - 3-4 members
- 10 major group assignments
  - group work is 60% of course grade
- Four presentations
  - every team member presents

Project Process Timeline

Needfinding
Experience Prototypes & Testing
Concept Video
Low-fi Prototype
Medium-fi Prototype
Heuristic Evaluation
High-fi Prototype
Project Fair

Design Studios

Teams attend small weekly studio (8-16 students)
- critique/feedback in more intimate environment

User-centered Design: Needfinding

- Fieldwork
  - observe existing practices & interview potential users
  - make sure key questions answered

Unpacking the Needfinding

ChoreoLab observed/interviewed dancers in studios and out in the streets (or maybe Berkeley)
Develop Point of Views
(Person + Insight + Challenge)
Brainstorm on How Might We Solve

Sketching & Storyboarding

Concept Videos: Planning Storyboards

Concept Videos

Low-fi Prototyping & Testing

Interactive Prototypes
Medium Fidelity

How Low
Goal Friends

Insidejob
Interactive Prototypes

Hi-Fidelity

Evaluation

• Test with real users (participants)
• Low-cost techniques
  – expert evaluation (HE)

The Projects

• 20 Judges will be picking the best projects
  (announced at 8:50 PM)
• You too will have a say by voting for
  The People’s Choice Award
• Student’s Choice Awards for
  Best Project/Team Name & Best Pitch

The Judges

• Dave Baggeroer, Stanford d.School
• Francesca Barrientos, Cisco
• Victoria Bellotti, PARC
• Bay Chang, Tynker
• Paul Fu, Alibaba
• Katherine Libster, UCSC
• Manu Kumar, K9 Ventures
• Paul Moody, Google
• Donal Mountain, Google
• Pedro Nakazato Andrade, IDEO
• Peter Norvig, Google
• Melissa Powel, Google
• David Ayman Shamma, Yahoo
• Anoop Sinha, Self
• Mirjana Spasojevic, HP
• John Tang, Microsoft Research
• Alex Tabebius, stealth mode start-up
• Vivek Wadhwa, Stanford & Singularity University
• Luke Wroblewski, Google
• Shumin Zhai, Google

Thanks! Get Involved!

• Team mentors in CS 194H (Winter Quarter)
• Co-teach Stanford HCI/Design courses
  – studio faculty in CS 247 (Winter)
  – dt+UX for Global Challenges in d.School (Spring)
• Hire students and interns
• Support HCI+Design research at Stanford

http://cs147.stanford.edu

• Project websites w/ all materials
• Lecture topics, slides, & video
• Homework assignments
The Projects

The People’s Choice Award

Student’s Choice Awards for Best Project/Team Name & Best Pitch

FALL 2015
CS 147 – dt+UX
AWARDS

Best Project or Team Name
1st Runner Up
Efangelist

The Winner
ChoreoLab

Best Pitch
2nd Runner Up
Efangelist

1st Runner Up
Chapter

The Winner
ChoreoLab

Best Poster
2nd Runner Up
InstaGator

1st Runner Up
Buckets

The Winner
Muncher