CS 147 Overview

Design Thinking for User Experience Design, Prototyping & Evaluation

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Autumn 2018
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Outline

Course overview 6:30-6:45
Project presentations 6:45-7:30
Posters/demos/judging 7:30-9:15
Awards 9:15-9:30

Balance

DESIGN TECHNOLOGY

Design Thinking Process

EMPATHIZE DEFINE IDEATE PROTOTYPE TEST

Goal 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
- Quarter long projects
- Students
  - 166 across CS, Symbolic Systems …
  - 43 Teams
  - 3-4 members
- 10 major group assignments
  - group work is 60% of course grade
- Four presentations
  - every team member presents
Design Studios
- Teams attend small weekly studio (8-16 students)
  - critique/feedback in more intimate environment

User-centered Design: Needfinding
- Observe existing practices for inspiration
- Make sure key questions answered
- Ethical questions in design w/ underserved communities

Unpacking the Needfinding

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

Interactive Prototypes

Evaluation

- Test with real users (participants)
- Low-cost techniques
- Expert evaluation (HE)
http://cs147.stanford.edu

- Project web sites w/ all materials
- Lecture topics, slides, & video
- Homework assignments

The Projects

- 15-18 Judges will be picking the best projects (announced at 9:15 PM)
- Students will have a say by voting for The Students Choice Award

The Judges

- Chok Fung Lai
- Rocky Yu
- Casey Tong
- Pablo Paredes
- Thenmozhi Shanmugam
- Dhruv Washisht
- Slamak Ashrafi
- Fernanda Castelo
- Sagar Savia
- Bay Chang
- Ed Luxo
- Karin Vaughan
- David Chiang
- James Cham
- JP Tran
- Renee Reid
- Jason Yan
- Erin Eng
- Sarah Limb
- Anna T

Thanks! Get Involved!

- Team mentors in CS 194H (Winter Quarter) dt+UX for Global Challenges in d.School (Spring)
- Hire students and interns
- Support this project fair financially & HCI+Design research at Stanford

The Students Choice Award

We are checking your attendance based on this and on Bingo!
December 7, 2018 dt+UX: Design Thinking for User Experience Design, Prototyping & Evaluation

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FALL 2018
CS 147 – dt+UX
AWARDS

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The Judges

• Chok Fung Lai
• Rocky Yu
• Casey Tong
• Pablo Paredes
• Thenmozhi Shanmugam
• Dhruv Washisht
• Slamak Ashrafi
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• Sagar Savia
• Bay Chang
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• David Chiang
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• Jason Yan
• Erin Eng
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• Anna T

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THANK YOU!

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Student Choice / Best Pitch (3)

Let’s Dance

housemates

OX

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Best Poster (3)

Derive

PiggyBag

artbot

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Greatest Societal Impact (3)
StayRight
MotiVote
housemates

Greatest Personal Impact (3)
Pife
Thundr
Sprite

Most Novel Interface (3)
Simbiotic
Timeline
BOLDer

Best Website (3)
EduConnect
Let’s Dance
Armoir

Best Concept (3)
CoList
Spellbound
Thundr

Best Demo (3)
Simbiotic
Sprite
Flutter
Best Visual Design (3)

- OX
- artbot
- Derive

Best Overall Project

2nd Runner Up
- Craving

1st Runner Up
- CoList

The Grand Prize Winner
- Spellbound