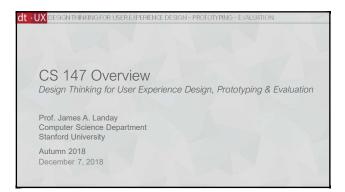
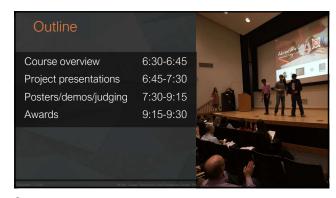
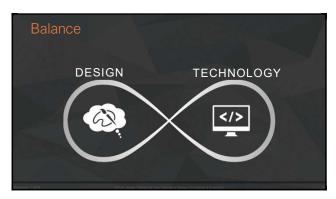
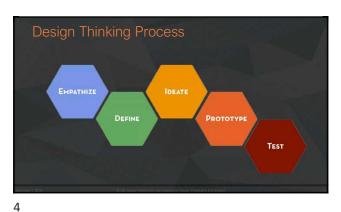
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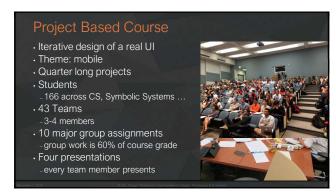


3

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



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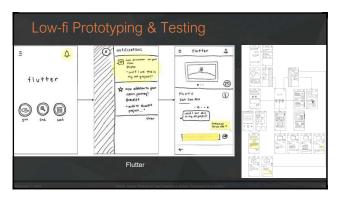
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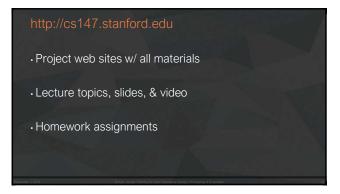


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The Projects
.15-18 Judges will be picking the best projects (announced at 9:15 PM)
. Students will have a say by voting for The Students Choice Award <a href="http://bit.ly/cs147au18student">http://bit.ly/cs147au18student</a>

9 20

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

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

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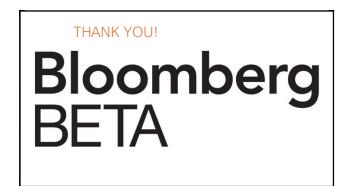
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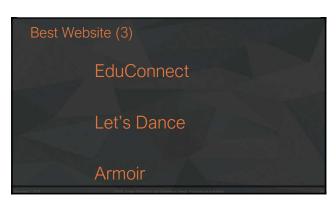
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