CS 147 Overview
Design Thinking for User Experience Design, Prototyping & Evaluation

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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

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
  - 136 across CS, Symbolic Systems …
- 36 Teams
  - 3-4 members
- 10 major group assignments
  - group work is 80% 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

Interactive Prototypes

Low-fi Prototyping & Testing

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

- 12-15 Judges will be picking the best projects (announced at 9:15 PM)
- Students will have a say by voting for The Students Choice Award http://bit.ly/cs147au19student

The Judges

- Fahd Arshad
- Siamak (Ash) Ashrafi
- Maayan Cogan
- Sunny Consolvo
- Jameson Daines
- Bella Fojut
- Paul Fu
- Cindy Jiang
- Matt Kasner
- Edmond Macaluso
- Elizabeth Murnane
- Pablo Paredes
- Greg Rosenberg
- Brad Stauffer
- Karin Vaughan
- Amy Zhang

Thanks! Get Involved!

- Team mentors in CS 194H (Winter Quarter)
- Hire students and interns
- Support this project fair financially & HCI+Design research at Stanford

THANK YOU!

Microsoft

Digital Foundry

The Projects


We are checking your attendance based on this and on Bingo!
The Judges

- Fahd Arshad
- Siamak (Ash) Ashrafi
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- Jameson Daines
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- Pablo Paredes
- Greg Rosenberg
- Brad Stauffer
- Karen Vaughan
- Amy Zhang

THANK YOU!

Student Choice / Best Pitch (3)

Knockout
Newsflush
Reunite

Best Poster (3)

FIDO
wabi + sabi
Butter
Greatest Societal Impact (3)
Pathways
neighboraid
sharewaves

Greatest Personal Impact (3)
deatz
Stone soup
Jukebox

Most Novel Product (3)
Compass
Fluantly
Knockout

Best Website (3)
Yourway
Pockets
Vibes
sharewaves

Best Concept (3)
Reunite
Canopy
Thread

Best Demo (3)
Rally
Potluck
Coral
Best Visual Design (3)

- Butter
- OFF
- 2Fit

Best Overall Project

2nd Runner Up
- OFF

1st Runner Up
- Thread

The Grand Prize Winner
- Coral