

dt + UX DESIGN THINKING FOR USER EXPERIENCE DESIGN + PROTOTYPING + EVALUATION

CS 147 Overview

Design Thinking for User Experience Design, Prototyping & Evaluation


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Computer Science Department
Stanford University

Winter 2021
March 19, 2021

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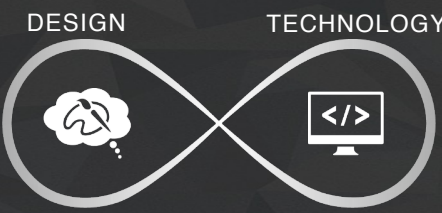
Outline

Course overview	6:30-6:45
Project presentations	6:45-7:20
Posters/demos/judging	7:20-9:15
Awards	9:15-9:30




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Balance



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Design Thinking Process



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Goal of CS 147

Learn to design, prototype, & evaluate UIs

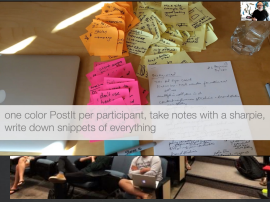
- Tasks, activities & practices of prospective users
- Cognitive/perceptual constraints affecting design
- Techniques for brainstorming, ideation & prototyping
- Methods for evaluating UI designs
- Importance of iterative design for usability
- Technology used to prototype UIs

- *How to work together as a team*
- *Communicating results to a group*

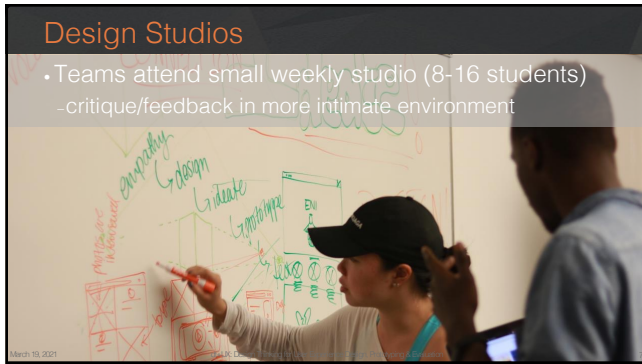
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Project Based Course

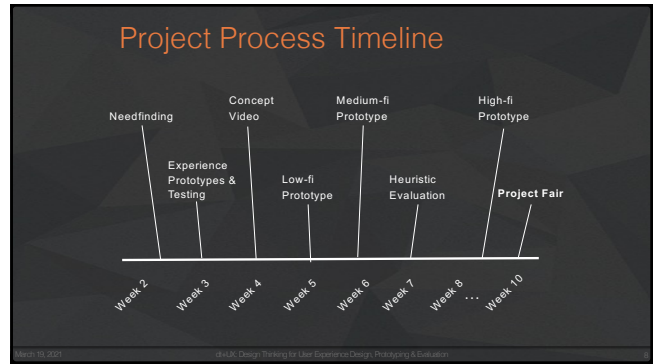
- Iterative design of a real UI
- Theme: mobile
- Quarter long projects
- Students
 - 189 across CS, Symbolic Systems ...
- 50 Teams
 - 3-4 members
- 10 major group assignments
 - group work is ~60% of course grade
- Four presentations
 - every team member presents



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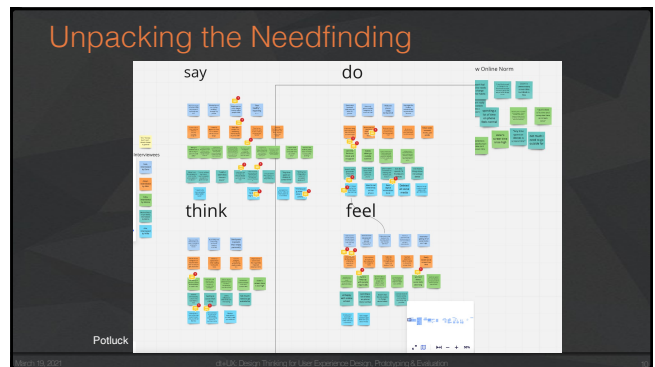
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User-centered Design: Needfinding

- Observe existing practices for inspiration
- Make sure key questions answered
- Ethical questions in design w/ underserved communities

Reclaim
We know you were wondering...

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Develop Point of Views (Person + Insight + Challenge)
Brainstorm on How Might We Solve

WE WERE AMAZED TO REALIZE ...
 (what did you learn that's new?)

THAT THANKS TO THE BOAT OWNER'S REWARDING TRAIL AND SUPPORT OF THE FISHING LIFESTYLE AND COMMITMENT TO PLAYERS, HE HAS TAKEN AS LIFE AROUND FROM ONE ASPECT WITH A NEW TOY HOME WITH SMALL LIVING

IT WOULD BE GAME-CHANGING TO ...
 (frame up an inspired challenge for yourself - don't describe the solution)

ALL OF US COULD TAKE A RISK TO SEE A SPACE IN PILES AND NURTURE IT INTO A PURPOSEFUL TRANSDISCIPLINARY

HMW bring routine (and discipline) to life.

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Sketching & Storyboarding

Selecting an Interface

How do we motivate users to complete goals?

"Gamification" vs. "Social Media"

mosaic

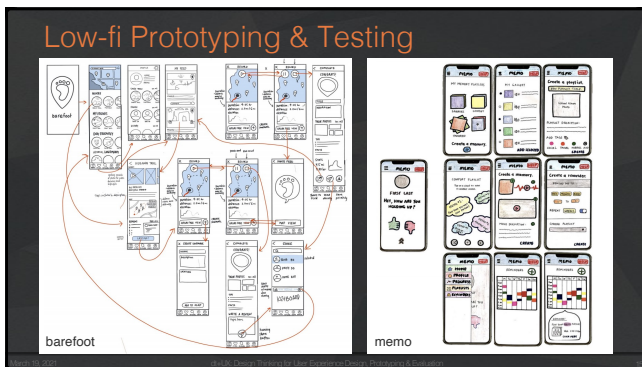
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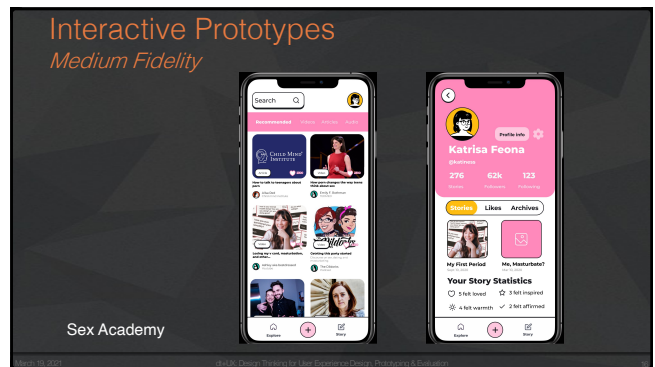
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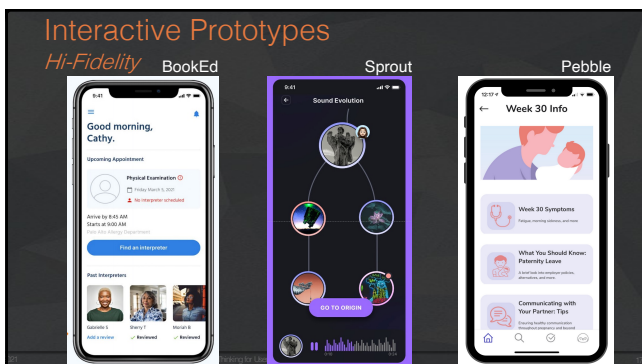
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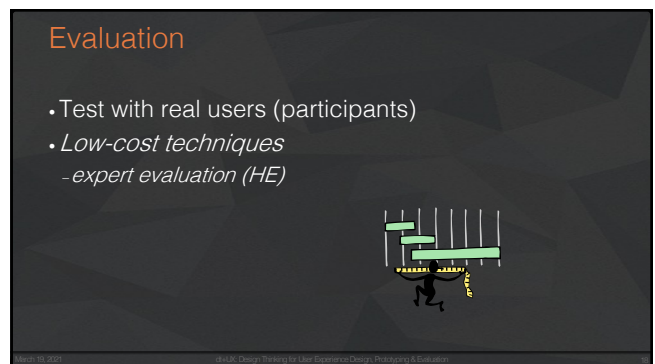
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<http://cs147.stanford.edu>

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

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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/cs147wi21student>

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Thanks! Get Involved!

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

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The Judges

• Siamak (Ash) Ashrafi	• Michael Murphy
• Frank Bentley	• Renee Reid
• Jorge Cueto	• Arianti Silvia
• Shinya Fujimoto	• Mirjana Spasojevic
• Piyush Gupta	• Sandeep Srinivasan
• Ruogu Kang	• John Tang
• Vince Kohli	• Jamilah Welch
• Chok Fung Lai	• Cheng Xu
• Edmond Macaluso	

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The Projects

- The Students Choice Award
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We are checking your attendance based on this and on Bingo!

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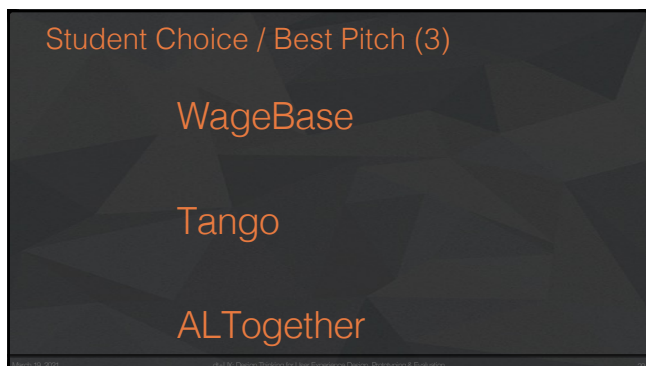
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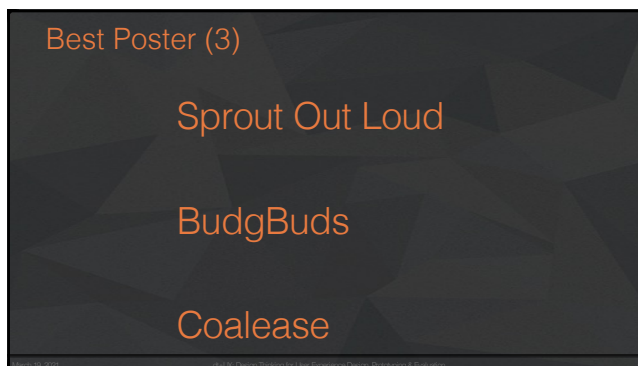
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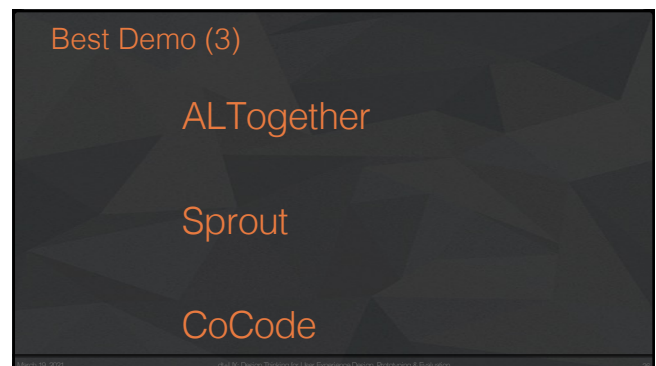
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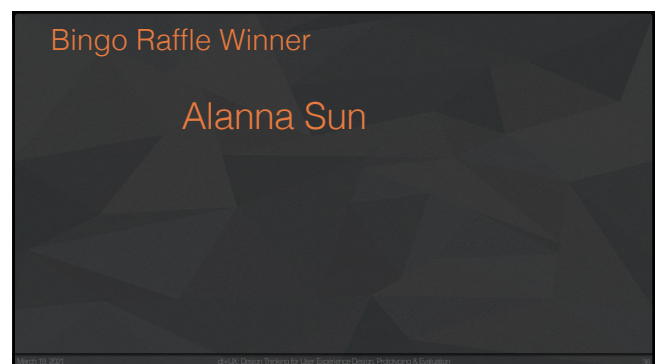
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