Introduction & Course Overview

CS 194H – User Experience Design Project

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Stanford University
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Outline

• Who are we?
• Course overview & schedule
• Introductions
• Teams

Who are We?

James Landay
- Professor in Computer Science at Stanford
  - formerly professor in Information Science at Cornell Tech, CSE at the University of Washington & EECS at UC Berkeley
  - spent 3 years as Director of Intel Labs Seattle
  - Dec 2011 finished 2.5 year sabbatical at Microsoft Research Asia
- PhD in CS from Carnegie Mellon ’96
- HCI w/ focus on informal input (pens, speech, etc.), crowdwork, web design (tools, patterns, etc.) & ubiquitous computing (Ubicomp)
- Office hours
  - Mon. 2:00 PM – 3:00 PM, Gates 390
  - Wed. 10:00 AM – 11:00 AM, Gates 390

Chris Min
- BA Economics, MS CS
- Need finding, rapid design iteration, healthcare tech
- I like traveling, biking, and traveling by bike
- Office hours
  - Mon. 1:00 PM – 2:00 PM, Huang Basement
  - Wed. 1:00 PM – 2:00 PM, Huang Basement

Sherman Leung
- BS CS (HCI), MS CS (HCI)
- entrepreneurship, edtech & mobile health
- enjoys piano, ping pong & basketball
- office hours
  - Tue./Thur. 10:30 AM – 11:30 AM, Tressider
How to Design and Build UIs

- UI Development process
- Usability goals
- User-centered design
- Need finding, task analysis & contextual inquiry
- Rapid prototyping
- Evaluation
- Programming

Goals of the Course

- Learn to prototype, evaluate, & build UIs
  - the needs & tasks of prospective users
  - cognitive/perceptual constraints that affect design
  - technology & techniques used to prototype UIs
  - techniques for evaluating a user interface design
  - importance of iterative design for usability
  - how to work together on a team project
  - communicate your results to a group
  - key to your future success
- Understand where technology is going & what UIs of the future might be like

Course Format

- Quarter long project & individual homework
- Interactive lectures / Project presentations
  (usually on Tuesdays)
- Studio design critiques on Thursday (usually)
- Readings (small number & short)
- All material is (will be) online
  - slides, exercises, readings, schedule
  - http://hci.stanford.edu/courses/cs194h/
- Have fun & participate!

Project Description

- We will continue work on projects from CS 147
  - existing groups will stay intact
  - we will assign “new” students to teams
- Groups
  - 4 students to a group ➔ 10-15 groups
  - groups meet with teaching staff every 2 weeks
    • often in class, but also regularly scheduled outside
- Cumulative
  - apply several HCI methods to a single interface

Project Process Overview

- Project Recap (next Tue)
- Web Site
- Lab Usability Study
- Hi-Fi Prototype #2
- Field Usability Test
- Hi-Fi Prototype #3
- Hi-Fi Video Prototype
- Final posters/presentations & project fair with industry guests
Schedule

http://hci.stanford.edu/courses/cs194v/2016/wi/calendar.html

Administrivia

- James’ contact info
  - email: landay[@usual stanford email domain] for appointments at times outside of office hours
- Chris & Sherman’s contact info on web site

Books

- Universal Principles of Design by Lidwell, Holden & Butler
  - “handout” ~8 chapters we will use
- We will also hand out other papers, give you web links & refer to slides
- Other recommended refs on web page

Assignments

- Individual
  - 5 short studio tasks + one individual talk
- Team
  - 8 team assignments including web site
    - 5 team presentation/demos + with 1 write-up
    - video
    - poster
  - team web site graded
  - all work handed in online
    - team work on team web site
    - individual work TBD

Grading

- No exams
- Individual assignments (30%)
- Group project (60%)
  - demos/presentation (team component)
  - project write-up
  - team web site
  - ratings given by other team members & class
- In class participation (10%)

Tidbits

- Late Policy
  - no lates on team assignments
  - individual assignments lose one letter grade/day
- Cheating policy
  - Stanford honor code
Teams

- Which 147 teams are represented?
- How many team members?

Survey

http://goo.gl/forms/lg5kltfG7k

Summary

- Thursday
  - Studio assignment #1 – Hierarchy & Tagging
  - Read [How to Survive a Critique](http://example.com) by Karen Cheng
  - Read [Hierarchy](http://example.com) from *Universal Principles of Design*
  - Share with Chris so we can access during class