CS 194H: dt+UX<sup>2</sup> - User Experience Design Project Winter 2016 Prof. James A. Landay Stanford University

dt+UX<sup>2</sup>: USER EXPERIENCE DESIGN PROJECT

# Introduction & Course Overview

CS 194H - User Experience Design Project

Prof. James A. Landay Computer Science Department Stanford University

Winter 2016 January 5, 2016

### Outline

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





### ames 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
- HCl 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



- Wed. 1:00 PM - 2:00 PM, Huang Basement



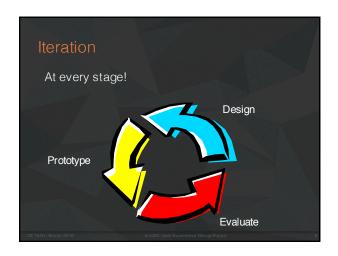
## Sherman Leung

- 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

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#### How to Design and Build UIs

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



#### 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 UIstechniques 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!

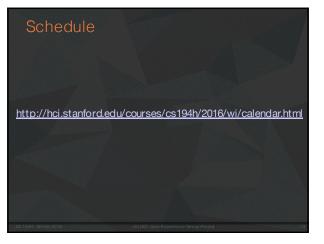
#### **Project Description**

- 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

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#### 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

- 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

- 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

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#### eams

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

#### Survey

# http://goo.gl/forms/lg5kltfG7k

#### Summary

- Thursday
  - Studio assignment #1 Hierarchy & Tagging
  - Read <u>How to Survive a Critique</u> by Karen Cheng
  - Read <u>Hierarchy</u> from Universal Principles of Design
  - Share with Chris so we can access during class