Introduction & Course Overview

CS 194H – User Experience Design Project

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Stanford University

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Outline

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

Survey

https://bit.ly/cs194h-2023-initial-survey



Who are We?



James Landay

he/him

- Professor in Computer Science at Stanford
 - formerly professor at Cornell Tech, University of Washington, & Berkeley
 - spent 3 years as Director of Intel Labs Seattle
- PhD in CS from Carnegie Mellon '96
- HCI w/ focus on ubiquitous computing, web design (tools, patterns, etc.), HAI
- Founded NetRaker, 1st in web experience management (sold to Keynote)
- Co-authored The Design of Sites with Doug van Duyne & Jason Hong
- Office Hours: TBD
- Email: landay@[insert usual Stanford email domain]



Jianna So (CA)

she/her

- CS Coterm (HCI), Product Design Undergrad
- Interested in accessibility, legal design & social impact
- I make laser-cut earrings in the PRL & projection art!
- Office Hours: Mon/Wed 3:30 4:30 PM & by <u>appointment at</u> https://calendly.com/jiannaso

How to Design and Build Uls

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

Iteration

At every stage!



Goals of the Course

- Learn to prototype, evaluate, & build Uls
 - 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 & UIs of the future

Course Format

- Quarter long project & individual homework
- Interactive lectures / Project presentations
- Studio design critiques
- Readings (very small number & short)
- All material will be online
 - -slides, exercises, readings, schedule
 - -https://hci.stanford.edu/courses/cs194h/ or cs194h.stanford.edu
- Also use the slack channels!
- Have fun & participate!

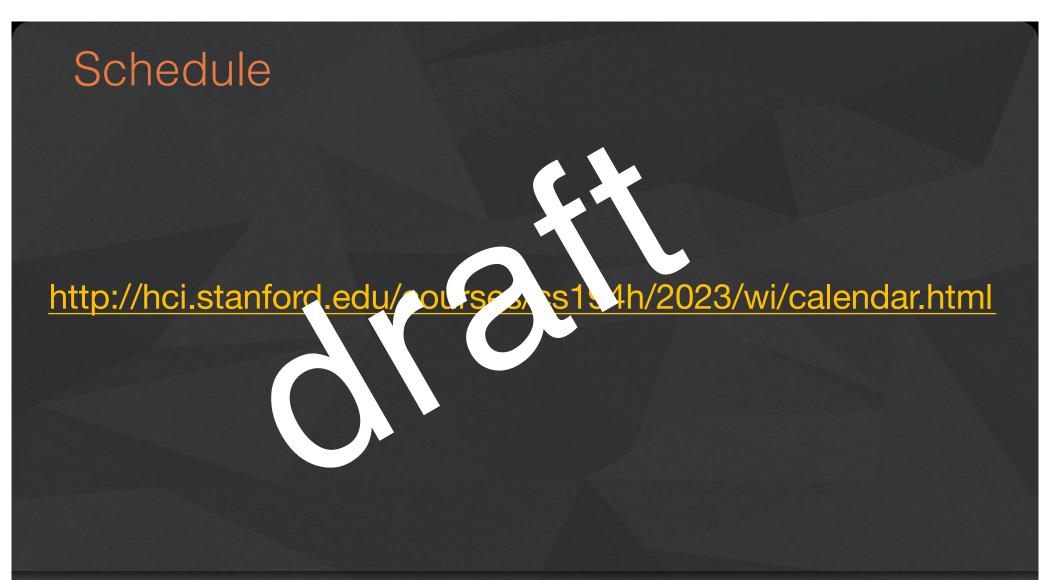
Project Description

- •We will continue work on projects from CS 147
 - existing groups will stay intact
 - -we will assign "new" students to existing teams
- Groups
 - -4 students to a group → 4-5 groups
 - -groups meet with teaching staff every week
 - •often in class, but also sometimes scheduled outside
- Cumulative
 - -apply several HCI methods to a single interface

Project Process Overview

- Project Recap (next Wednesday)
- Business Model
- Web Site (including 147 material)
- Lab Usability Study*
- Hi-Fi Prototype #2
- Field/Remote Usability Test*
- Hi-Fi Prototype #3
- Hi-Fi Video Prototype
- Final posters/presentations & Launch Party w/ industry guests

^{*}user testing funding ~\$150/team



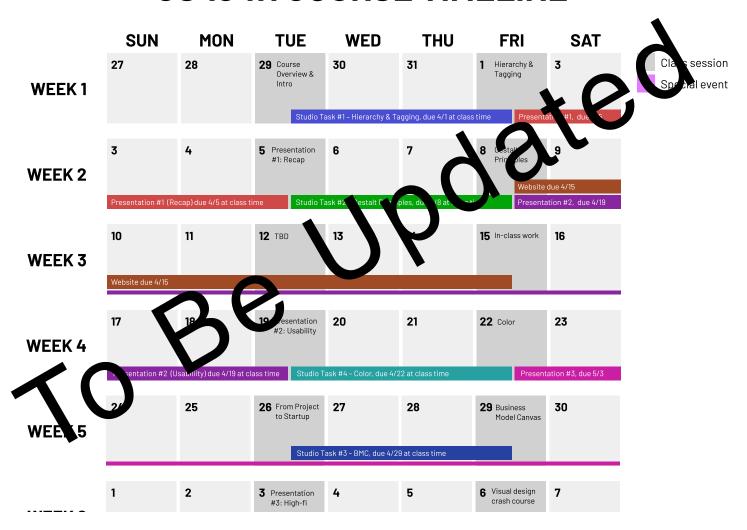
Books

- Universal Principles of Design by Lidwell, Holden & Butler
 "hand out" ~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
 - -9 team assignments including web site
 - •5 team presentation/demos + 1 write-up
 - video
 - poster
 - -team web site graded
 - all work handed in online
 - •team work on team web site
 - individual work shared w/ teaching staff on GDocs

CS 194H COURSE TIMELINE



Grading

- No exams
- Individual assignments (30%)
- Group project (50%)
 - -demos/presentation (team component)
 - -project write-up
 - -team web site
 - -ratings given by other team members
- In class participation (20%)
 - -beyond simply attending

Tidbits

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

Introductions & Teams

- Which 147 teams are represented?
- •How many team members?
- https://bit.ly/cs194h-2023-project-pitches
- Mingle & meet potential teammates
- Teammate preference form due Wed at 5 PM

Next Time (Wed)

- Studio assignment #1 Hierarchy & Tagging
- Read How to Survive a Critique by Karen Cheng
- Read Hierarchy from Universal Principles of Design
- Share assignment w/ JIANNASO@STANFORD.EDU so we can access during class