Introduction & Course Overview

CS 194H – User Experience Design Project

Prof. James A. Landay
Computer Science Department
Stanford University

Winter 2023
January 9, 2023
Outline

• Survey
• Who are we?
• Course overview & schedule
• Introductions
• Teams
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 appointment at https://calendly.com/jiannaso
How to Design and Build UIs

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

At every stage!

- Design
- Prototype
- Evaluate
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 & 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

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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?
• [link](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