Introduction & Course Overview

CS 194H – User Experience Design Project

Prof. James A. Landay
Computer Science Department
Stanford University

Winter 2024
January 8, 2024
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]
Grace Zhou (CA)
she/her

- CS coterm and undergrad (HCI)
- Interested in designing for journalism/media, AI, & content creation
- Interned in instructional design and growth design in addition to UX
- Love watching movies and always working on a script
- Office Hours: TBD and by appointment via Calendly
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 (only a few) / 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/](https://hci.stanford.edu/courses/cs194h/) or [cs194h.stanford.edu](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 → 4-6 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
http://hci.stanford.edu/courses/cs194h/2024/wi/calendar.html
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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*To Be Updated*
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?
• 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/ gkzhou@stanford.edu so we can access during class