

Introduction & Course Overview

CS 194H – User Experience Design Project

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Outline

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

Survey

<https://bit.ly/cs194h-2024-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]



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!



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/> 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 → 4-6 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

Schedule

draft

<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

	SUN	MON	TUE	WED	THU	FRI	SAT
WEEK 1	27	28	29 Course Overview & Intro	30	31	1 Hierarchy & Tagging	3 Class session Special event
			Studio Task #1 - Hierarchy & Tagging, due 4/1 at class time			Presentation #1, due 4/5	
WEEK 2	3	4	5 Presentation #1: Recap	6	7	8 Gestalt Principles	9 Website due 4/15
	Presentation #1 (Recap) due 4/5 at class time		Studio Task #2 - Gestalt Principles, due 4/8 at class time			Presentation #2, due 4/19	
WEEK 3	10	11	12 TBD	13	14	15 In-class work	16
	Website due 4/15						
WEEK 4	17	18	19 Presentation #2: Usability	20	21	22 Color	23
	Presentation #2 (Usability) due 4/19 at class time		Studio Task #4 - Color, due 4/22 at class time			Presentation #3, due 5/3	
WEEK 5	24	25	26 From Project to Startup	27	28	29 Business Model Canvas	30
	Studio Task #3 - BMC, due 4/29 at class time						
WEEK 6	1	2	3 Presentation #3: High-fi	4	5	6 Visual design crash course	7

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?
- <https://bit.ly/cs194h-2024-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/ gkzhou@stanford.edu so we can access during class