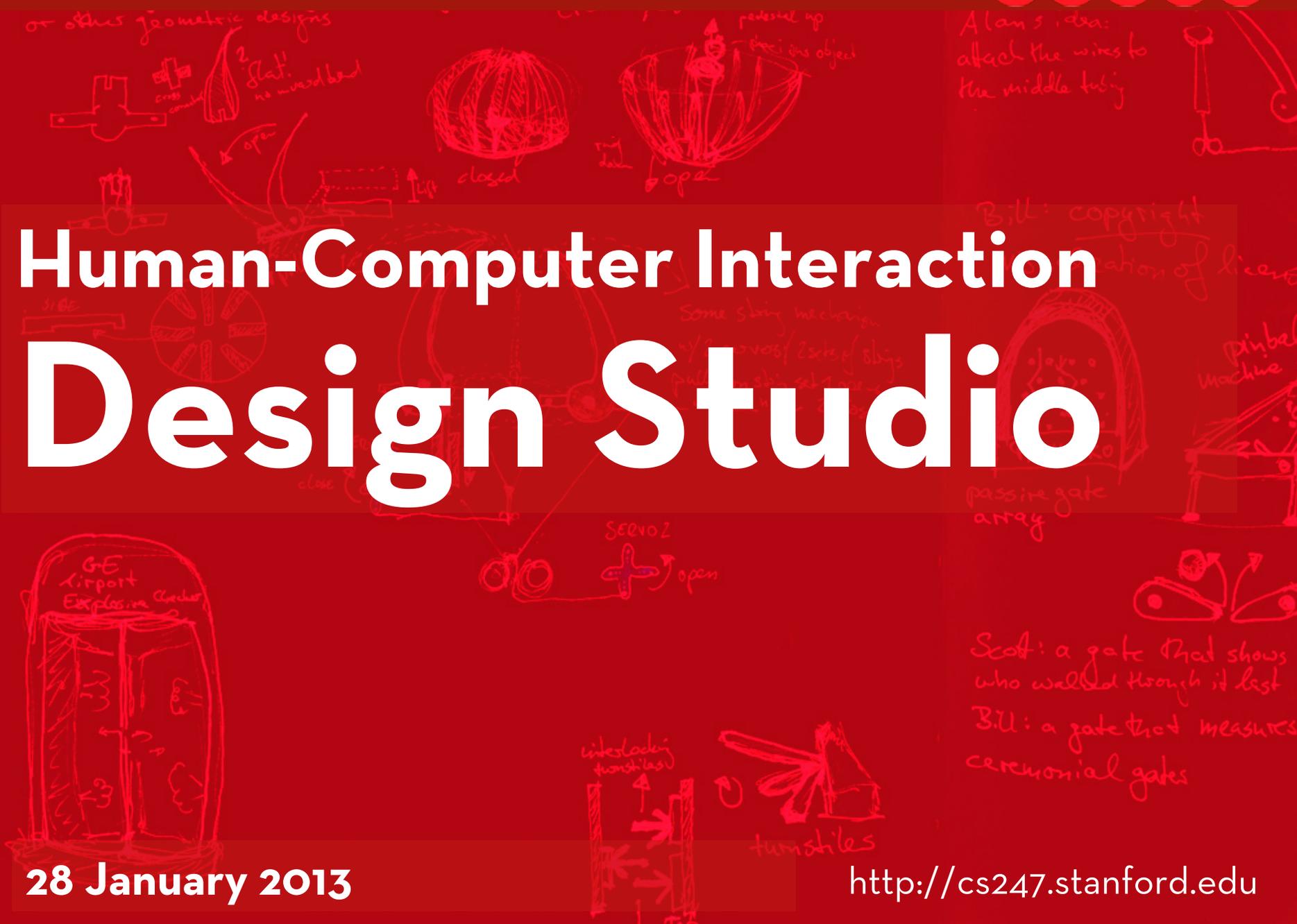




# Human-Computer Interaction Design Studio

28 January 2013

<http://cs247.stanford.edu>



Announcements

Brainstorming Studio

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Brainstorming Studio

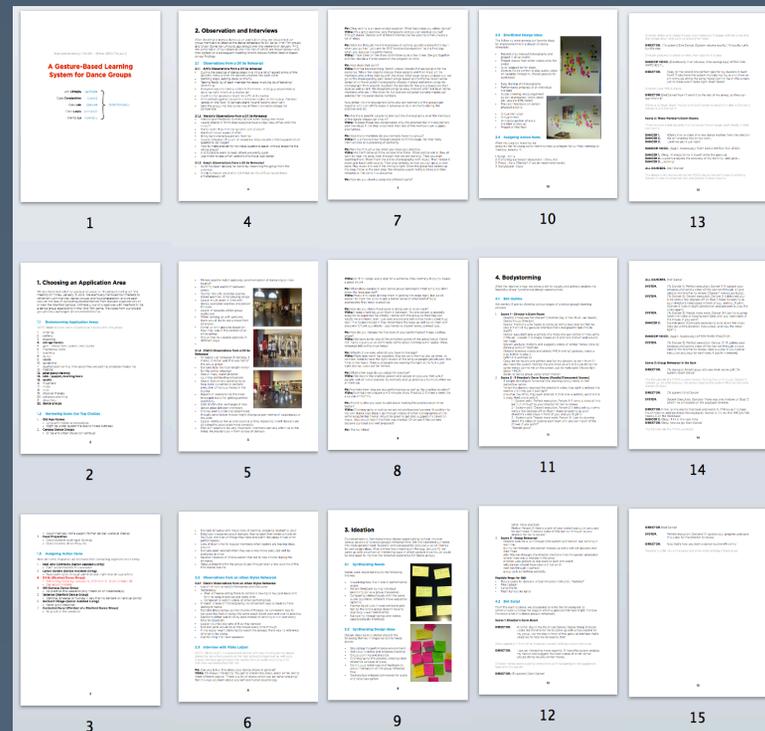
# Kickstarting the CS 247 Labs

Vote for the lab topics you want  
20 votes to kickstart a lab

[bit.ly/kickstart247](http://bit.ly/kickstart247)

# P3 Deliverables on Thursday

Synthesized observation notes,  
analyses, and, brainstorming  
+ in-class skit



# Final Project Presentations

Monday, March 18 6-9pm  
d.school

Announcements

**Brainstorming Studio**

# WARMUP 1: BALL

# WARMUP 2: DEFENDER

# WARMUP 3: TRADE

# Reminder: Brainstorming Rules

Defer judgment.

Encourage wild ideas.

Build on others' ideas.

Go for volume.

One conversation at a time.

Headline.

# Brainstorming Session

**Goal:** to explore possible application areas and start generating user needs and design ideas.

Process (3 rounds):

1. **Topic Areas** - People, places, activities
2. **Identify Needs** - Verbs! Ask, “How might we?”
3. **Generate Solutions** - Produce design ideas

Upon finishing a round, vote on the promising results and use as input for the next round.

# Topic Areas

Brainstorm possible application areas. Think about the **people, places & activities** involved. What happens if you change those variables?

For each activity, list observations or insights that surface **habits, needs, or aspirations**.

Write **one idea per post-it note**. Place post-it notes on the wall or table. As a group, organize the notes into emergent **clusters or themes**.

**INTERMISSION: IG NOBEL 1**  
**SPEECH JAMMER**

# How Might We... ?

Focus on needs – remember, they're verbs!

No concrete design solutions yet

Using the results from the last round, generate **"How might we ...?"** questions that suggest design opportunities (again, 1 per post-it).

Example: *How might we engage children to learn more about a piece in a museum exhibit?*

Sort the post-its and vote for your favorites.

**INTERMISSION: IG NOBEL 2**  
**TEENAGER REPELLENT**

# Design Ideas

Pick your top “how might we” questions.

Brainstorm concrete design ideas for each.

What kinds of gestures might you use?

What other forms of input are appropriate?

What forms of feedback should you provide?

How will users learn the system?