Introduction & Course Overview
CSE 441 – Advanced HCI

March 27, 2012

Outline

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

Who are we? James Landay

• Professor in CSE at the University of Washington
  – formerly professor in EECS at UC Berkeley
  – spent 3 years as Director of Intel Labs Seattle
  – just finished 2.5 years sabbatical at Microsoft Research Asia
• PhD in CS from Carnegie Mellon ’96
• HCI w/ focus on informal input (pens, speech, etc.),
  web design (tools, patterns, etc.), & Ubicomp
• Founded NetRaker, leader in web experience
  management (later sold to Keynote)
• Co-authored *The Design of Sites* with Doug van Duyne &
  Jason Hong

Who are we? Nikki Lee

• MS student in HCDE at the University of Washington
• BS in ECE from Olin College 2010
• HCI w/ focus on interaction design, ubicomp, web
• Office Hours TBD

How to Design and Build UIs

• UI Development process
• Usability goals
• User-centered design
• Task analysis & contextual inquiry
• Rapid prototyping
• Evaluation
• Programming

Iteration

At every stage!

Design

Prototype

Evaluate
Goals of the Course

1) 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

2) Understand where technology is going & what UIs of the future might be like

Course Format

• Quarter long project & individual homework
• Interactive lectures on Tuesdays
• Studio design critiques on Thursday
• Tuesday discussion/“studio” for project work w/ teaching staff (start next week)
• Readings
• All material is (will be) online
  – slides, exercises, readings, schedule
  – http://www.cs.washington.edu/cse441
• Have fun & participate! Small for a reason

Project Description

• We will continue work on projects from CSE440
   – we will give you a list to choose from
• Groups
  – 4 students to a group ➔ 3-4 groups
  – groups meet with teaching staff every 2 weeks
    • Nikki will help schedule these meetings
  – industrial mentors will also meet with teams
• Cumulative
  – apply several HCI methods to a single interface

Project Process Overview

• Medium-fi Prototype (using tools) #1
• Heuristic Evaluation of current design
• High-fi Prototype (using tools) #2
• Online Usability Study
• Interactive Prototype #1 (code)
• Usability Study (“lab”)
• Interactive Prototype #2 (code)
• Final presentations & project fair with industry guests

Adminstrivia

• Roll
• James’ office hours
  – Mon, 2:30-3:30 PM (642 Allen Center)
  – online (send Nikki preferred IM IDs)
  – email last name at cs.washington.edu for appointments at other times
• Nikki’s office hours
  – Wed., 10:30-11:30 AM (605 Allen Center)
  – email nblee at uw.edu

Schedule on web
Books

- *Universal Principles of Design* by Lidwell, Holden, & Butler
  - I’ll give you copies of the ~5 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
  - 1 written + 6 short studio tasks + one talk
- Group
  - 7 written assignments
    - 3 group presentation/demos with the write-ups
    - team web site graded
  - all work handed in on Web (group & individual web site)

Grading

- No exams
- Individual assignments (30%)  
- Group project (55%)  
  - demos/presentation (group component)
  - project write-ups and exercises
  - team web site
  - ratings given by other team members & class
- In class participation (15%)

Tidbits

- Late Policy
  - no lates on group assignments
  - individual assignments lose one letter grade/day
- Cheating policy
  - will get you an F in the course
  - more than once can get you dismissed
- More information (syllabus/schedule/slides)
  - [http://www.cs.washington.edu/cse441](http://www.cs.washington.edu/cse441)

Introductions

- Name
- Major
- What you want to get out of the class

Teams

- Start with prior top projects in 440
- Give me your preferences & we assign
  - try to balance skills, etc.
  - teams of 3-5
- Proposed projects
  - [CarbonShopper](https://cse440.cs.washington.edu/Winter2012)
  - [Husky Crime Guide](https://cse440.cs.washington.edu/Autumn2011)
  - [Pause](https://cse440.cs.washington.edu/Winter2012)
  - [StyleEye](https://cse440.cs.washington.edu/Winter2012)
  - [upLift](https://cse440.cs.washington.edu/Winter2012)
Summary

• Thursday
  – Studio assignment #1 – Gestalt Principles
  – Read Gestalt Principles from Universal Principles of Design
  – Turn in online to Nikki so we can access from web directory
    • should all have CSE accounts