

CSE 441: Advanced HCI

User Interface Design, Prototyping, and Evaluation

Course Overview

James Fogarty

Daniel Epstein

King Xia

March 31, 2015



Class Logistics

“Lecture”: Tuesday 10:00-11:50am, MGH 284

Actually class meetings and presentations

“Lab”: Thursday 10:00-11:50am, MGH 284

Actually scheduled group meetings with staff

Class Website:

<http://www.cs.washington.edu/441>

Contact:

cse441-instr@cs.washington.edu

Understanding a Capstone

Traditional courses mix:

Lecture

Project

Assignments

Exam

Our role is to
prepare and present
structured material

Capstone is entirely about your project:

Pitch

Milestones

Documentation

Proposal

Presentation

Evaluation

Our role is to
facilitate, critique,
and advise in your
independent work

Waiting for the answer is the wrong approach

Projects

Industry-Like Experience

Group of 3 or 4 students with mixed skills

You drive much of the direction and agenda

Report to and receive advice from course staff

High-Fidelity Interactive Prototype

More than just a design, an interactive prototype

Mostly or entirely in software, due to constraints

Intended to be demanding,
but fun and rewarding

Benefits of this Approach

Project Experience

- Learn to work on a project end-to-end

- Project for your resume

- Experiences and skills not in traditional courses

Project Environment

- Demanding “CEO”, “board”, “manager”, “investor”

- Ill-defined requirements

- Emphasis on exploration, iterative prototyping

- Need for documentation, selling idea and results

About Me

James Fogarty

BS, Virginia Tech, 2000

PhD, Carnegie Mellon, 2006

Joined UW CSE, 2006



Industrial Stints

IBM, 2000

IBM Research, 2003

Microsoft Research, 2007

About Me

Cross-Campus HCI Efforts

DUB

MHCID

Teaching

CSE 332: Data Structures

CSE 440: Introduction to HCI

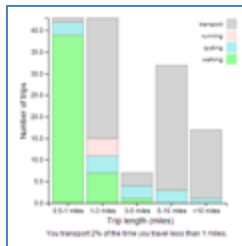
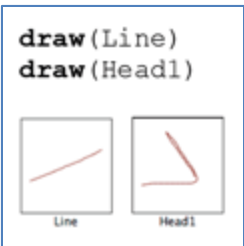
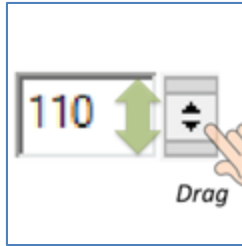
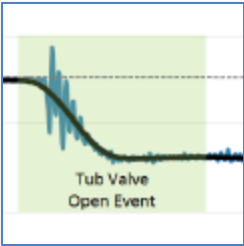
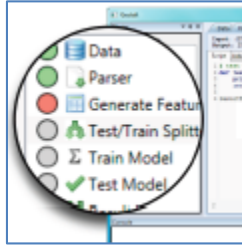
CSE 441: Advanced HCI

CSE 510: Advanced Topics in HCI

CSEP 510: Human-Computer Interaction



About Me



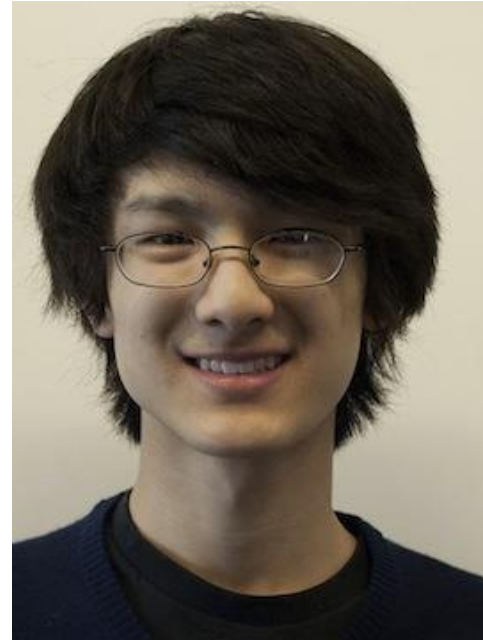
Computing

You

About Us



Daniel Epstein



King Xia

About Your Classmates

Name

Majors

Experience / Background

HCI / User Research / Design / Implementation

440 Project / Other Relevant Experience

Relevant Skills

Special Application Knowledge

Desired Growth Opportunities

Write it down, then a few minutes to introduce

Project Nature and Scope

“Students will propose, design, and develop a high-fidelity interactive prototype. The definition of “high-fidelity interactive prototype” will be negotiated with each group according to the nature of their project. For example, a group delivering a mobile application or website will be expected to provide a complete interactive experience. But the prototype of that experience might be unlikely to scale in a large deployment, or might be limited in some other regard.”

Project Nature and Scope

“It is appropriate, but not required, to choose to pitch proposals based on prior CSE 440 projects”

“We welcome proposals based on any idea that has previously been explored and developed at a similar level of depth. But the demands of this course are too high for starting from scratch. You need an initial high-quality understanding of your problem and directions for your design.”

Project Evaluation

Project scope

e.g., setting sufficiently ambitious milestones

Project results

e.g., achieving milestones, employing appropriate methods to yield good results, deliverables

Project commitment

e.g., appropriate weekly reports,
high effort, peer evaluation

Combination of Peer and Staff Evaluation

Project Process

Pitch Session on Tuesday April 7

Pairs of students pitch ideas (± 1 student as needed)

3 to 5 minutes, plus time for questions / discussion

Slides recommended, but this is still early

Sell us that it is an interesting, tractable project

Extensive feedback opportunities before then

Tuesday / Wednesday bidding and team formation

Project Process

Proposal Session on Tuesday April 14

Teams present detailed proposal and milestones

5 to 10 minutes, plus time for questions / discussion

Slides required, idea and plan are clear

Present plan for an interesting, tractable project

Written proposal due based on feedback in class

Project Process

Weekly Stand Ups or Presentations

Three milestone presentations

Formal presentation of progress

Three standups

Informal update

Maintained Project Website

Project info and documents

Weekly lab notebook updates

Document everything (e.g., pictures, videos, notes)

Website Publishing

All website content submitted via GitHub

<https://github.com/uwcse441/web-cse441-sp15>

Submit pull requests with your content

Keep your content with a project directory

Course website is a Jekyll site, but you probably should not attempt to integrate with it

Non-project pull requests done separately

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