CSE 510: Advanced Topics in HCI

Design Tools

James Fogarty
Daniel Epstein

Tuesday/Thursday
10:30 to 12:00
CSE 403
ABC News and IDEO’s Deep Dive

Things to see in this video:

- brainstorming
- inquiry
- sketching
- critique

A highly iterative design process with a variety of intermediate artifacts

Why build a shopping cart with no bottom?
ABC News and IDEO’s Deep Dive (1999)

Sketching in Design (2007)

“Design is Choice”

“the creativity that you bring to enumerating meaningfully distinct options from which to choose”
Sketching in Design (2007)

“Design is Choice”

“the creativity that you bring to defining the criteria, or heuristics, according to which you make your choices”
SILK (1996)

SILK (1996)
SILK (1996)

Migrate to Prototype, Storyboard-Based Programming
QUILL (2000)
 DENIM (2000)

DENIM (2000)

Early Stage, Multiple Levels of Details, Sketching, Pen Interaction
Topiary (2004)

Topiary (2004)

Location Awareness, Wizard of Oz
Activity Designer (2008)

Designer’s Outpost (2001)

Designer’s Outpost (2001)
FrameWire (2010)

FrameWire

- analyzes paper prototype test video
- extracts interaction logic
- generates functional prototypes

SUEDE (2000)

SUEDE (2000)

Sketching Is Not Just About Ink
Phidgets (2001)

Phidgets (2001)

Prototyping Physical Objects
d.Tools (2006)

d.Tools (2006)

Closing The Loop in Physical Prototyping
Exemplar (2007)
Exemplar (2007)

Direct Manipulation of Simple Signal Processing
Constructable (2012)

WirePrint (2014)

WirePrint
Fast 3D Printed Previews

Stefanie Mueller
Sangha Im
Serafima Gurevich
Alexander Teibrich
Lisa Pfisterer
François Guimbretière
Patrick Baudisch

faBrickation (2014)

DejaVu (2012)

Picode (2013)

Picode main window consists of a code editor and a pose library.

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