Introduction & Course Overview
CS490f – Part II

Prof. James A. Landay
University of Washington
Winter 2007

January 5, 2007

Outline

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

Who are we?

• James Landay
  – Associate Professor in CSE at the University of Washington
  – formerly professor in EECS at UC Berkeley
  – spent last 3 years as Director of Intel Research Seattle (ubicomp lab)
  – Ph.D. in CS from Carnegie Mellon '96
  – HCI w/ focus on informal input (pens, speech, etc.),
    Web design (tools, patterns, etc.) & Ubiquitous Computing
  – founded NetRaker, leader in Web experience management
  – Now subsidiary of KeyNote Systems
  – Co-authored The Design of Sites with D. van Duyne & J. Hong

• Jon Froehlich
  – Ph.D. student in CSE
  – BS in Computer Engineering from Iowa State
  – MS in Information & Computer Science from UC Irvine
  – HCI w/ focus on mobile social computing

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

- Interactive lectures on Mondays
- Studio like design critiques on Fridays
- Quarter long project & homeworks
- Readings
- All material is (will be) online
  - slides, exercises, readings, schedule
  - http://www.cs.washington.edu/cs490f
- Have fun & participate!

Project Description

- We will continue work on projects from CS490f-I
- Groups
  - 3-4 students to a group, so some will need to move
  - groups meet with teaching staff every 2 weeks
  - Jon will help schedule these meetings
  - industrial mentors will also meet with teams
  - if you don't have one from last term, let us know ASAP
- Cumulative
  - apply several HCI methods to a single interface

Project Process Overview

- Medium-fi Prototype (DENIM) #2
- Online Usability Study
- Interactive Prototype #1 (code)
- Usability Study
- Interactive Prototype #2
- Final presentations & project fair with industry guests

Administrivia

- Roll
- James’ office hours
  - TBD (642 Allen Center)
  - TBD online (send Jon Yahoo/MS/Google ID)
  - email landay@cs.washington.edu for appointments at other times
- Teaching assistant
  - Jon Froehlich
  - first name.last name at gmail.com
  - O.H.: TBA in 510 Allen Center

Books

- *Universal Principles of Design* by Lidwell, Holden, & Butler
  - I’ll give you copies of the 5-7 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 (tentative)

- Individual
  - 1 written + 5 design crits + one talk each
- Group
  - 5 written assignments
    - 3 presentation/demos with the write-ups
    - all work handed in on Web (group & individual web site)
Grading

- A combination of
  - midterm (20%) [no final exam]
  - individual assignments (25%)
  - group project (50%)
    - demos/presentation (group component)
    - project write-ups and exercises
    - ratings given by other team members & class
  - in class participation (5%)
- No curve

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/cs490f

Introductions

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

Teams

- Discuss

Summary

- Next lecture on Action Analysis
- Read
  - Lewis & Rieman Ch 4.1-4.2 (online)
  - Raskin Ch.4 (will be online after class)