COURSE OVERVIEW

CPSC 544 FUNDAMENTALS IN DESIGNING INTERACTIVE COMPUTATIONAL TECHNOLOGY FOR PEOPLE (HUMAN COMPUTER INTERACTION)

WEEK 1

© Joanna McGrenere and Leila Aflatoony
Includes slides from Karon MacLean and Jessica Dawson
TODAY

• Brief overview of the course, and who it’s for - 20min
• Icebreaker - 10min
• Design Thinking Activity (teams of two) - 40min
• Q&A about the class – 10 min

If you haven’t already:
• talk to us after class if you have registration issues
LEARNING GOALS

• Meet the 544 course instructors
• Be familiar with the course website and how to get access to the course materials
• Understand the 544 course expectations in general
• Understand the basic principles and stages of a human centered approach to design
INSTRUCTOR:

Joanna McGrenere (ICICS x665)

Email: joanna@cs.ubc.ca

Office hours: by appointment

my background: HCI, personalized user interfaces, universal usability, interactive technologies for older users, CSCW

Leila Aflatoony (ICICS x669)

Email: laflatoo@cs.ubc.ca

Office hours: by appointment

my background: HCI design/education, Interaction design, design methods
DESIGNING FOR PEOPLE (DFP) PROGRAM

New program as of Sept 2017!
dfp.ubc.ca

544 is the first of two “DFP core courses – DFP fundamentals
  • Introductory course on design and HCI
  • Do not need to be a DFP student

554k is the second – DFP Project (starts in January)
  • Must be a DFP student
HOMEWORK BEFORE NEXT CLASS – PART I

• Familiarize yourself with the course website
  • https://blogs.ubc.ca/cpsc544/
  • It provides a fuller introduction to the course
• Get onto Canvas
• Take note of deliverables on schedule page
• Researcher Journals
  • If you have not done journal entries for readings #1 and #2, you have until midnight Friday

For Tuesday:
• Reading 3
• Ethics tutorial (TCPS2) – allow several hours
COURSE COMPONENTS

Classes
• ~ 30 min lecture, 30 min activity, 20 min discussion

Participation
• Attendance, classroom activities, discussions, peer review

Researcher journal
• Pre class preparation on readings

Project milestones ~6
• some individual, most group-based
• most build on one another
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<thead>
<tr>
<th>component</th>
<th>544 weight</th>
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<tbody>
<tr>
<td>Researcher Journal (pre-class</td>
<td>15%</td>
<td>Individual</td>
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<td>preparation on readings)</td>
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<tr>
<td>Participation (in-class activities,</td>
<td>15%</td>
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<td>discussions, peer review) and</td>
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<td>Attendance</td>
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<tr>
<td>Project (approximately 6 milestones/</td>
<td>70%*</td>
<td>~50% group, ~20%</td>
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<td>design critiques)</td>
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<td>individual</td>
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<td><strong>Total:</strong></td>
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Individual: ~50%  
Group: ~50%

* We are reworking some of the milestones based on feedback from last year to reduce workload.
COURSE COMMUNICATION

1. Website
   Particularly for schedule / prep information

1. Discussion group (Canvas)
   For anything relevant to larger group, including questions. You can create your own discussion post.

3. Reflection (Canvas)
   Researcher Journal

4. Instructor confidential (email):
   Personal (illness, etc.)
WHAT KIND OF A CLASS IS THIS?

- research-focused
- project based and interactive: hands-on
- group-oriented: team-based learning practices
- many strange and unfamiliar new skills
- much less coding than other CS courses
- heavy demands on your ingenuity and your people skills
ICEBREAKER [5-10 MIN]

State your…

• Name, department

• Other background [e.g., if your background is different than your current department]

• One thing you hope to get out of this class

… all in 10 seconds or less. 😊
AN ITERATIVE PROCESS

- Empathize
- Define
- Ideate
- Prototype
- Test
HUMAN-CENTERED DESIGN (HCD)  
‘DESIGNING FOR PEOPLE’

Is a design framework that develops solutions to problems by involving the human perspective in all steps of the problem-solving process.

(Wikipedia)

Is the process of ensuring that people’s needs are met, that the resulting product is understandable and usable, that it accomplishes the desired tasks, and that the experience of use is positive and enjoyable.

(Norman, The design of everyday things)
DESIGN THINKING VS. HCD?

• Differences are not clear cut
• Conceptually very similar
• Design Thinking comes from a design tradition and can apply to any design (not specific to interactive technologies)
• HCD comes out of a more technology-centered tradition (first user-centered design)
• Design Thinking has a stronger emphasis on solving the right problem and ideating than HCD
• Can be confusing: Norman calls Design Thinking to be a Human-Centered Design Process
NOW ...

Design Thinking Activity

Link to the video:
https://dschool.stanford.edu/resources/virtual-crash-course-video
HOMEWORK BEFORE NEXT CLASS – PART II

We watched the video up to …

To do List:

• Watch the rest of the video at home
• Complete the prototype and test stages at home
• Post a photo of your prototype to the Canvas discussion before Tuesday’s class
Q&A