HCI design studio

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CS247.STANFORD.EDU
Fifteen designs

In which the professor starts class en media res
Communicate with a quadrotor drone

Suppose the drone is autonomous, has a camera, projector, mic, & speakers
Generate and sketch out fifteen ideas each
You have seven minutes: go!
Share your ideas with your table

Show your favorite two ideas
Each table nominates one to share with the class
Your table can’t repeat previous tables’ ideas
Studios and instructors

a.k.a. character select screen
The structure of studio sessions

• This class is called HCI Design Studio. Studio forms the centerpiece of the class.
• You will share, critique, and be critiqued each week as part of your project deliverables
• Design critique: focused feedback to guide your ideation and prototyping process
  • More on this soon
  • This isn’t routine feedback: it’s guidance intended to push you
  • Ignore critique at your peril
Introductions

Did you know: the university officially calls them CAs?
Michael Bernstein

• Assistant Professor, Computer Science
• Co-director of the Stanford HCI Group
Studio Instructors

- Helena Roeber
  - Created and led Android UX research

- Julie Stanford
  - d.school lecturer and design consultant

- Bob Ryskamp
  - UI lead for Google Glass
Studio Instructors

- John Tang
  - Researcher at Microsoft Research, PhD from ME Design group

- Henriette Cramer
  - Research scientist at Yahoo!, studies context in UI

- Jenn Marlow
  - Research scientist at FXPAL, recent PhD from Carnegie Mellon’s HCI Institute
Project 0: sign up for studio

• Due at midnight tonight, and required in order to take the class
• It’s at http://hci.st/247signup
Visual communication

It's not art.
You can draw.

Hint: you were five years old once.
Sketching is for communication

So the user or your design colleagues can understand your concepts
Begin sketching lecture

We're going full-on Verplank. This part of lecture will not be in the published slides.
Fifteen designs

Let's try it again, this time with your new skills.
Send your sketches to The Wall

You know nothing, Jon Snow.
That's pretty sketchy

- Goal: visual communication skills
- Brief: sketch static interfaces, sketch an environment

- Due Friday
  - Collect it all in your sketchbook, scan and submit
  - Bring zoomed-in printouts to class on Friday

- Much more at cs247.stanford.edu
Class goals and logistics

Because it wouldn’t be the first day of class without them.
Why CS 247?

- What was challenging about fifteen designs?
- What if it weren’t fifteen ideas? What about thirty? One hundred?
- Communicating your idea clearly and graphically
- CS 147 black-boxed important parts of the design process
What is this course about?

- Studio learning and critique
- Visual communication using both bits and atoms
- Rapid ideation and prototyping
- Advanced domains for HCl: ubiquitous computing, social computing, digital art, visualization and more
Design studio

- Popularized by the École des Beaux-Arts in France in the 1800’s
- Learning-by-doing with expert critique
Studios

- Class is split into studios of 15-20 people each
- Each studio is led by a studio instructor and TA
- Studio instructors will lead your critique, feedback and grading
Our project rhythm

- Assignments will be due by the start of class (3:30pm)

- Some assignments graded formatively…
  - Points for completing the requirements of the assignment
  - Typically worth fewer points
  - $\sqrt{-}$, $\sqrt{\cdot}$, $\sqrt{+}$ feedback to guide your progress
  - Can be redone and resubmitted at the next studio for additional feedback.
Our project rhythm

- Assignments will be due by the start of class (1:30pm)

- Other assignments graded summatively…
  - Traditional rubric-based, graded feedback
  - Worth many more points

- Goal: use the formative assignments to get our advice and feedback in a safe space, so that you can maximize your performance on the summative assignments.
Our project rhythm

- Example:
  
- Project II, Part II: *summative*, go improve and redo mocks if necessary, then implement.
Four projects

- P1: visual communication
- P2: visual and interaction design
- P3: needfinding and rapid prototyping
- P4: final project
**Grading**

- **Heavily project-based (90%):**
  - Project 1: 5%
  - Project 2: 20%
  - Project 3: 25%
  - Project 3: 40%

- **Participation (10%)**:
  - 5% for studio participation
  - 5% for team participation
Attendance

• This class is a studio, where a lot of the learning happens in class through a mixture of lecture, activity, and project work.

• For this to work, attendance is mandatory.

• There are two pre-excused absences allowed — post on Piazza in advance.
Prerequisites

- We expect that you have background in design thinking fundamentals (e.g., CS 147) and web programming ability (e.g., CS 142).

- If you are from a department other than CS, SymSys, and MS&E, let’s talk. We want a diverse classroom.
Materials

- Buy a sketchbook and thick pen.
- Make sure you can easily tear out pages.
- This is required as part of P1. Get it today, use it tomorrow. Bring it to every class.

- Stanford Bookstore,
- Amazon Student Prime,
- art store on California Ave
Questions?

Ans: 42