i213 User Interface Design and Development

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School of Information, UC Berkeley

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What is this class about?

Course overview

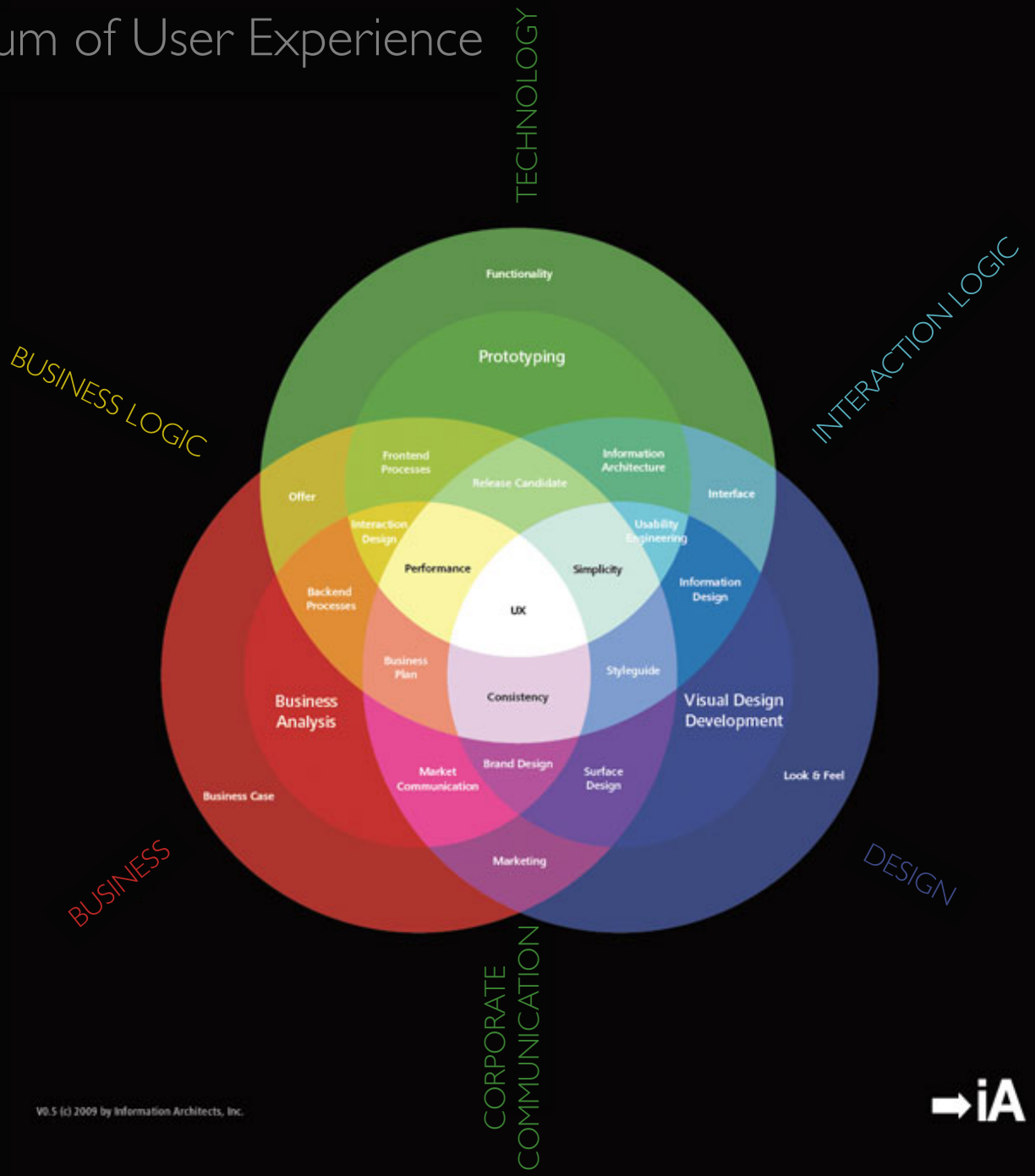
Group project

Administrivia

What is this class about?

Image - http://8bit.io/people/

The Spectrum of User Experience



→iA

i213

research *prototyping* *evaluation* *functionality* *look & feel*

process

learn

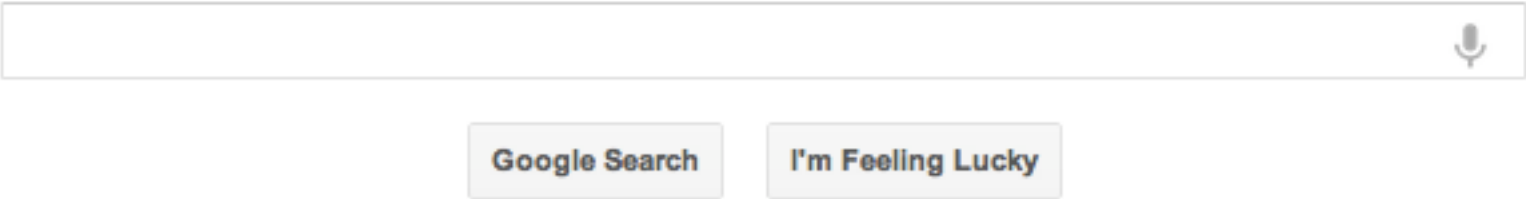
Methods | Theories | Heuristics | Tools *for*

Design | Implementation | Evaluation *of*

Useful | Usable | Innovative

user interfaces, applications and technologies

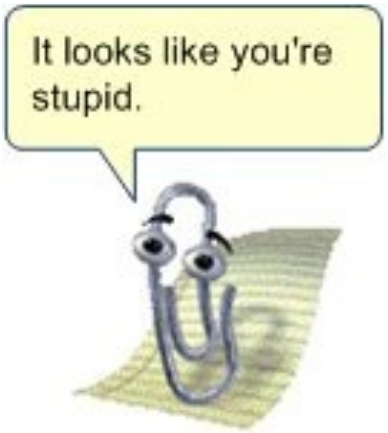
Why is user experience important?

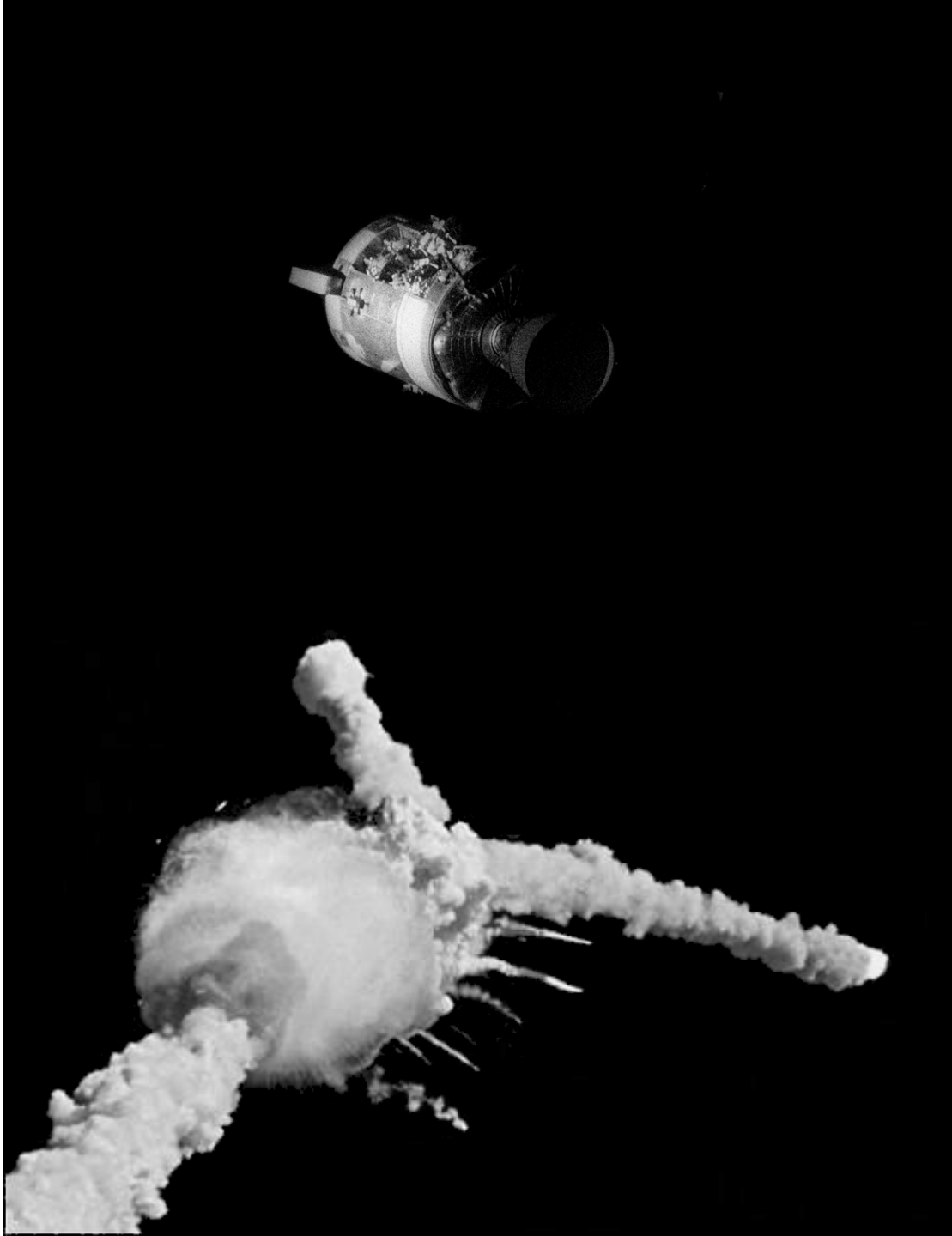


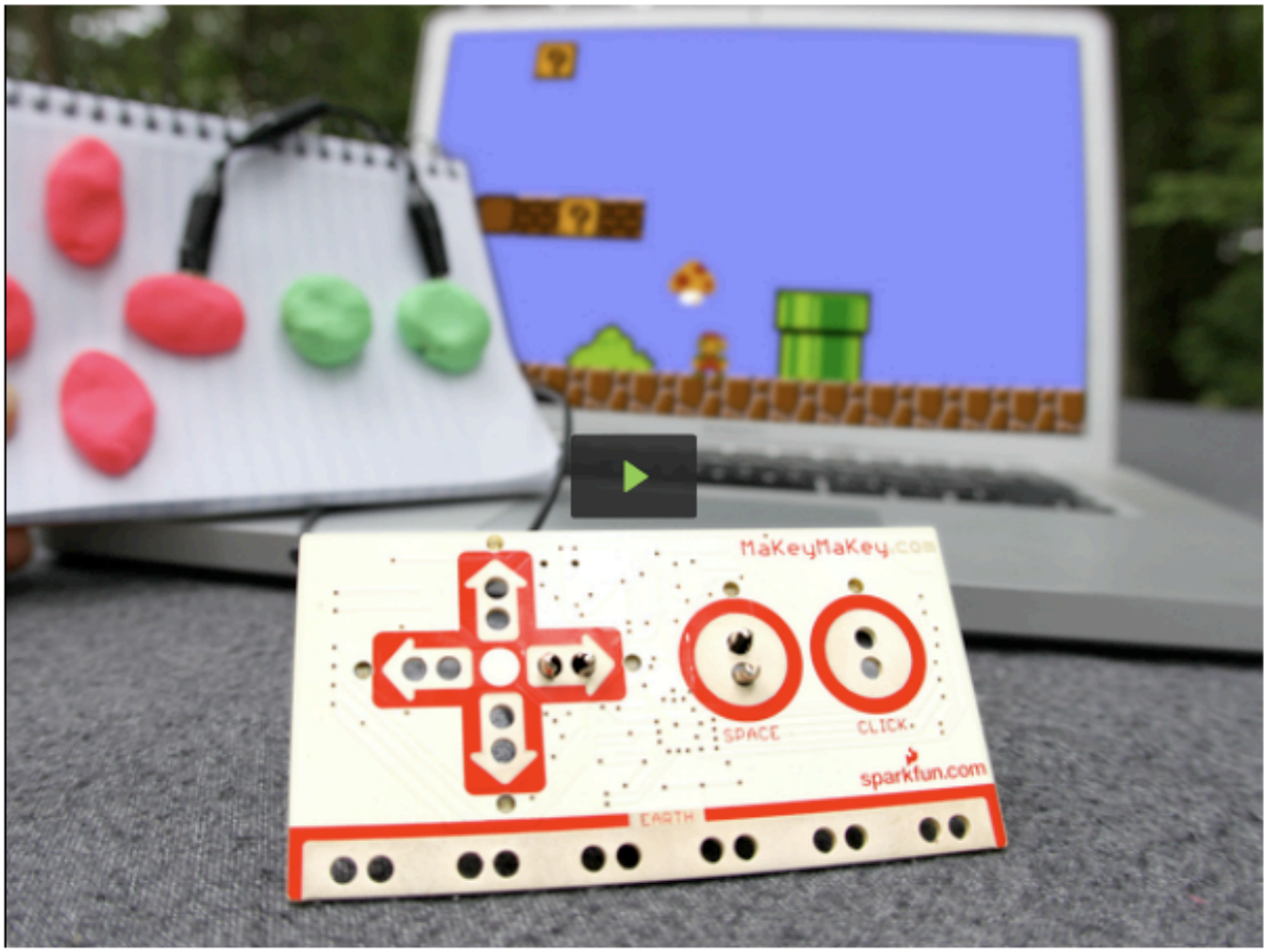

hello.


iPod
Playlists
Artists
Songs
Contacts
Settings
menu


Verizon 3G 11:05 PM
“ Siri talk dirty to me ”
Humus. Compost. Pumice. Silt. Gravel.


It looks like you're stupid.



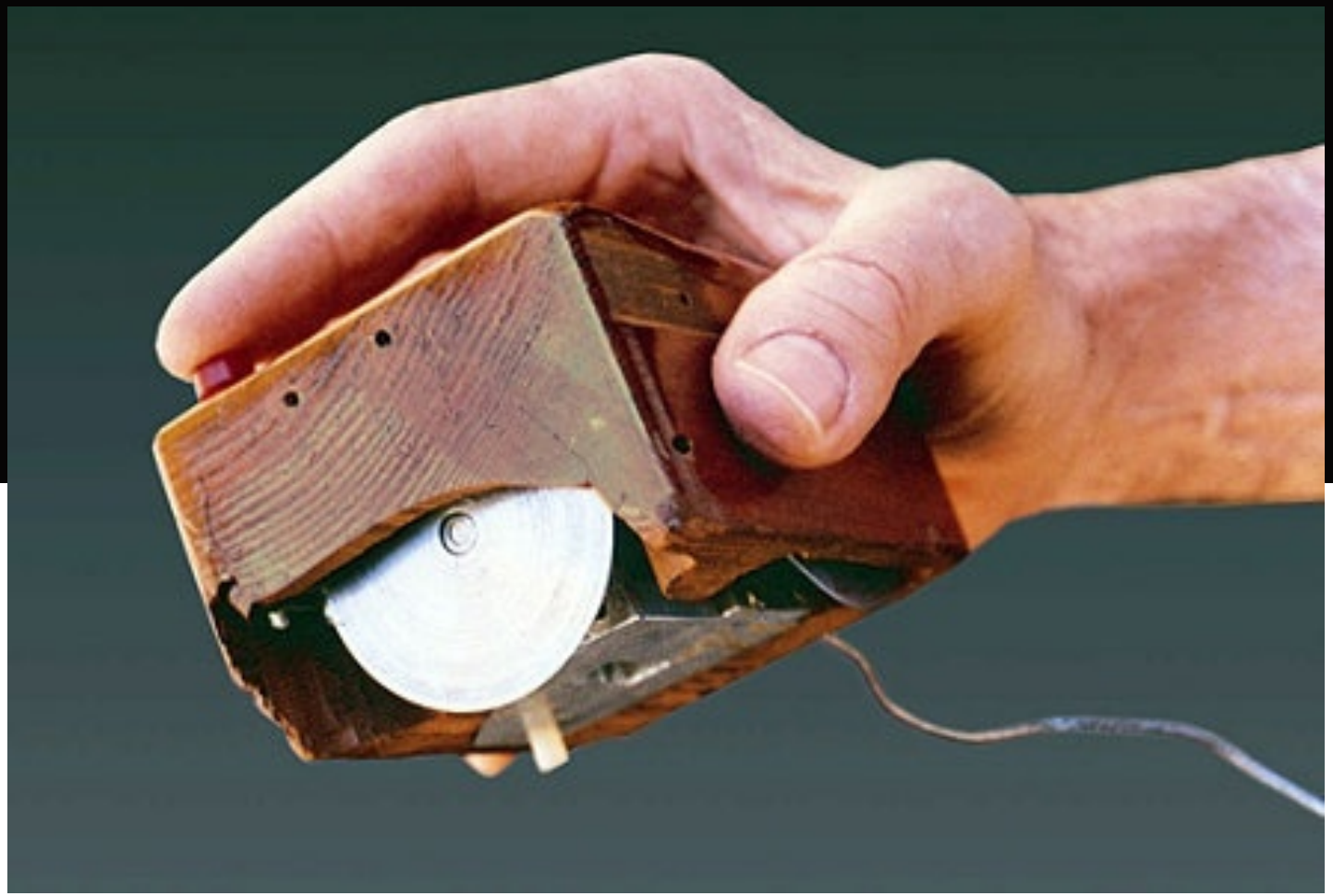


MaKey MaKey: An Invention Kit for Everyone by Jay Silver, via Kickstarter.

http://www.youtube.com/watch?v=rfQqh7iCcOU

Adapted - “Philographics”, Genís Carreras

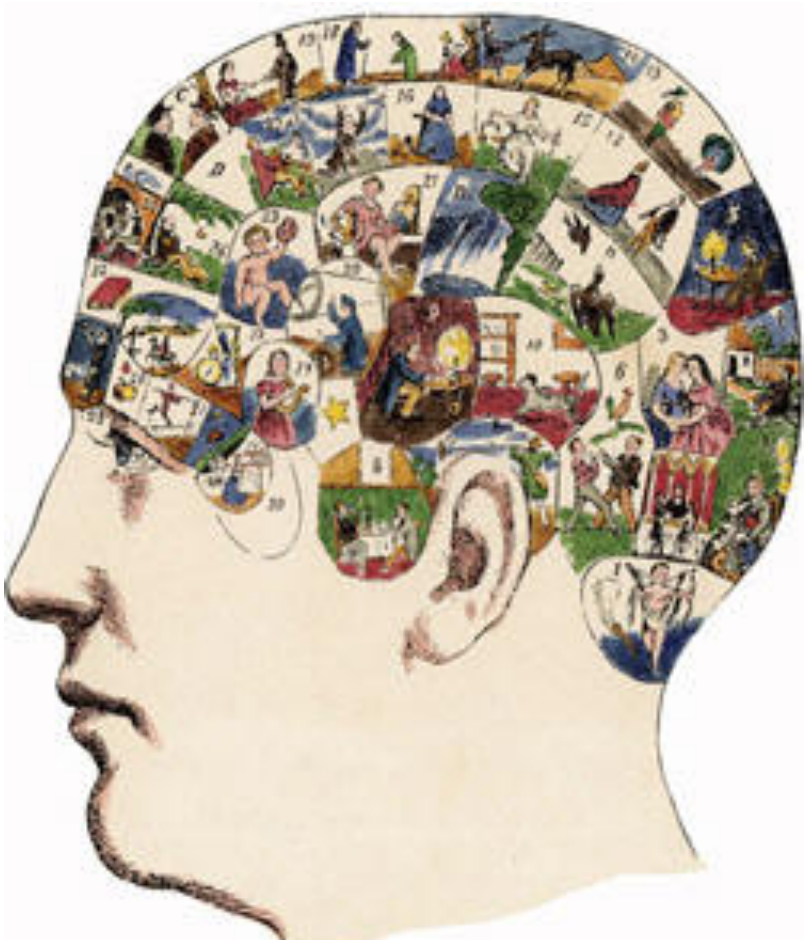
In 20 or 30 years, you'll be able to hold in your hand as much computing knowledge as exists now in the whole city, or even the whole world. - Douglas Engelbart



Computer Science = Science + Engineering

Psychology
=
Natural Science
+
Social Science

The information capacity of the motor system is specified by its ability to produce consistently one class of movement from among several alternative movement classes – Paul M. Fitts



When I first saw this site, I thought it would be best to do nothing. - S.Calatrava

Design = Art + Engineering

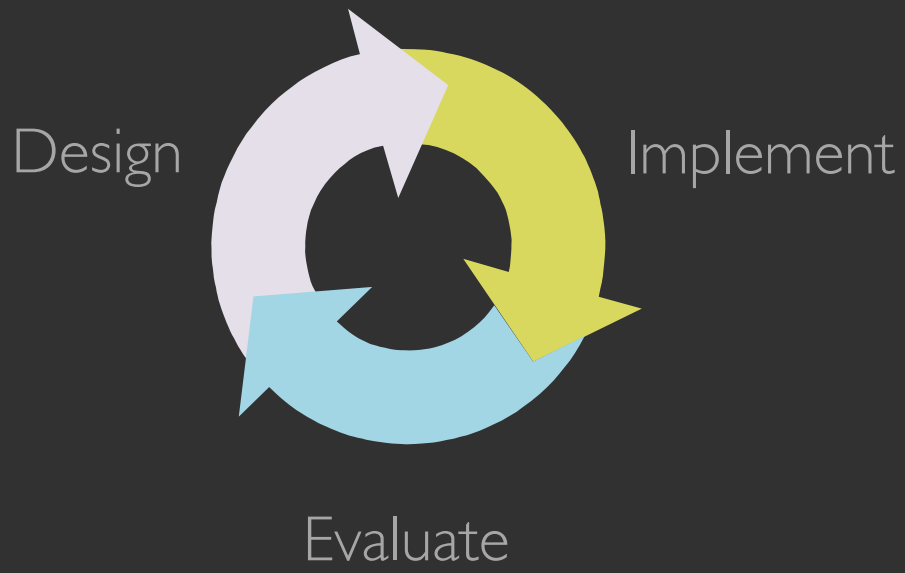
Are you an engineer, scientist or designer?

Course overview

process

DESIGN	PROCESS, METHODS, PRINCIPLES
EVALUATION	QUALITATIVE + QUANTITATIVE
GUIDELINES	THEORIES + HEURISTICS

GROUP PROJECT



Working prototype addressing user context that you research

Web-based, mobile or standalone application

Minimum of 4 people per group (5-6 preferred)

Working in a Team

Design

Observation

Management

Programming

Writing

Speaking

Schedule

Weeks 1-2: Group Formation

Weeks 3-5: User Observation

Weeks 5-11: Prototyping

Week 8-13: Evaluation

Week 14: Final Presentation

Readings

Will be posted to the course schedule one week in advance

List of recommended books on home page - useful as references, but not required

Grading

Class Participation: 20%

(including attendance)

Group Project

User Research: 10%

Prototyping: 15%

Evaluation: 15%

Final Prototype: 15%

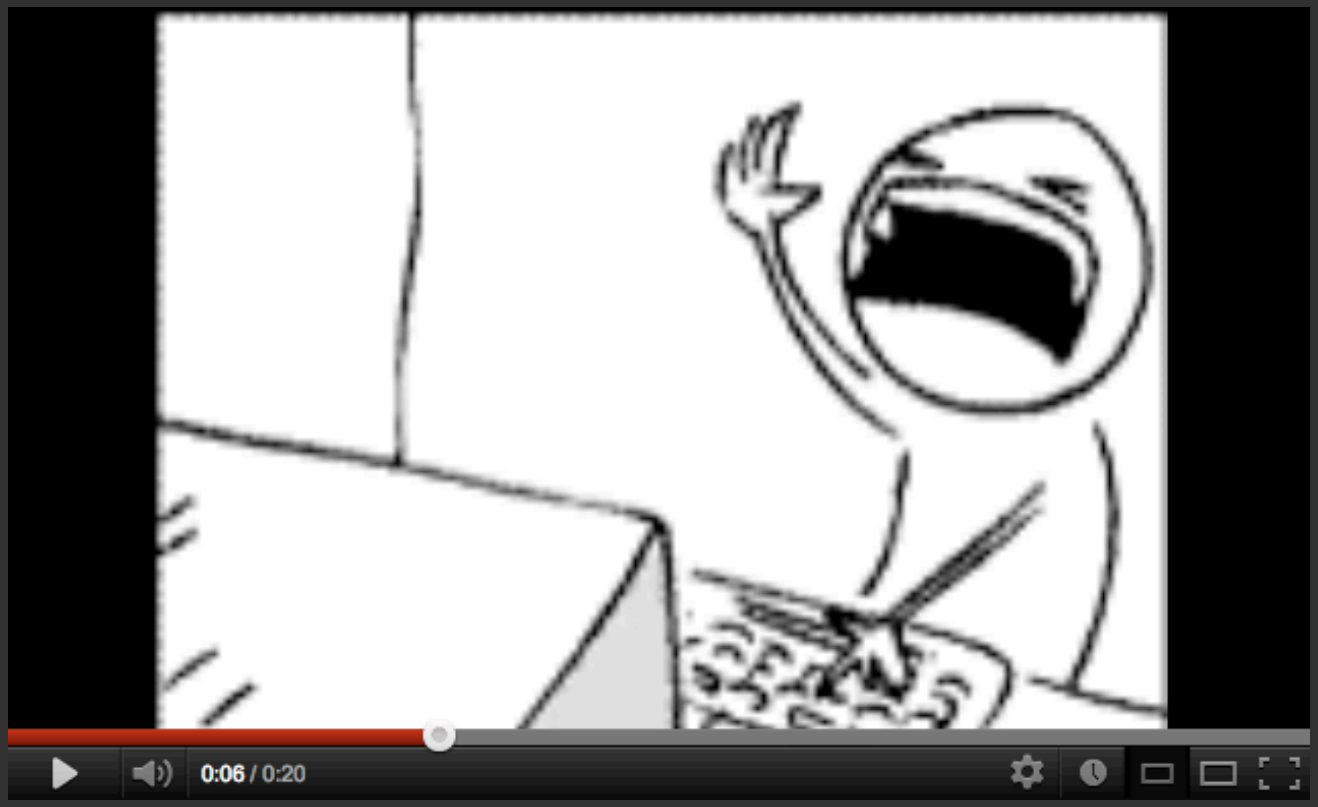
Final Presentation: 15%

Final Report: 10%

MUST BE CLOSED when a guest or one of your fellow classmates are presenting.

Repeated infractions will not be commented upon, but will affect your participation grade.

Easiest way to remember – take notes on paper!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Sources of Innovation

New User Insight

Technological Advance

Show & Tell

Nothing motivates design better then real artifacts (both good and bad)

Use the end of class to discuss a user, application, device, interface, widget, website, trend or other topic related to HCI

Students should come with their own ideas and artifacts to discuss - class participation

Show & Tell

Who is the user?

What is their problem / need?

Does the solution work?

Does it look good doing it?

Project Approval

4-6 members

Team Description by 9/4

Pitch your project in class

Recruiting a Team

Pitch your ideas to your classmates at the end of class today, or in class next Tuesday

Use the mailing list

i213@ischool.berkeley.edu

Use the Google Spreadsheet

For next time

Start thinking about user/need you want to work on, and whom you want to work with

Email me or come to office hours to if you want to discuss ideas

Be prepared to make a 2-3 minute pitch about your idea next Tuesday

User, Need, Opportunity, Partners