

Welcome!

to User Interface Prototyping Design Clinic

The Basics

- DeCal class led by Sara, Naila + Bryan
- 1 unit, pass/fail only
- 2 hours/week, 13 weeks
- website: blogs.ischool.berkeley.edu/i198-uip-s13
- \$10 lab fee; start collecting next week

Goals of the Class

- Get you familiar with many prototyping methods
- Understand when to use which method
- Hear from professionals how they're used
- Learn how to more effectively communicate, understand + improve your ideas
- End with a portfolio-ready project (if you want)
- Have a better sense of what you're interested in doing professionally

To Get Credit for the Class

- Attend every week/submit make-up homework if gone (it's your responsibility to contact us!)
- Must attend at least 11 of the 13 classes
- Complete + present all 3 projects
- Turn in mini-portfolio at end of class
- Pay your \$10 lab fee
- Have fun!

Projects

- Problem space: can be your idea or one we provide
- If you want a portfolio piece, we encourage you to stick with one concept for all projects
- Projects can be done solo or in pairs
- Each section ends with a presentation of your project to your classmates
- Deliverable for each project will generally be 3-5 screens representing a single sequence (done in method used that section)

3 Sections/Facilitators/Projects

- Low Fidelity: Sara
- Medium Fidelity: Naila
- High Fidelity: Bryan

Section 1: Low Fidelity

- week 1: Why Prototype? *Speaker:* Bjoern Hartmann
- week 2: Sketching Basics *Speaker:* TBD
- week 3: Brainstorming, Scenarios, Storyboarding
Speaker: Kate Rutter
- week 4: Paper Prototyping *Speaker:* Chandrayee Basu
- week 5: Project 1 Presentation/Critique

Section 2: Medium Fidelity

- week 6: Balsamic/Process *Speaker: Aditi Rao*
- week 7: Stop Motion Prototyping *Speaker: Ariel Haney*
- week 8: Video & Keynote *Speaker: TBD*
- week 9: Project 2 Presentation/Critique

Section 3: High Fidelity

- week 10: Axure *Speaker*: Rachel Hollowgrass, UC Berkeley
- week 11: HTML/CSS/JS *Speaker*: Alex Carroll, GE Research
- week 12: Mobile/Grand Vision *Speaker*: Ljuba Miljkovic, Automatic
- week 13: Project 3 Presentation/Critique/Party



Questions?

Ask now!

Bjoern Hartmann

- *Berkeley CS Professor*
- *HCI research focuses on design, prototyping + implementation tools for post-personal computing era*
- *co-director of Berkeley Institute of Design + Swarm Lab*



News

October 2012: Three UIST papers presented
We presented papers on Midas, Proton++ and MixT at UIST in Boston.

August 2012: New Course on "Interactive Device Design"

Prof. Paul Wright and I are teaching a new course on device design in a newly constructed fabrication lab at Berkeley.

July 2012: NSF CAREER

I received an NSF CAREER award for "Advancing End-User Programming with Expertise Sharing Tools."

April 2012: NSF Expedition and Fellowships

I am Co-PI on a newly funded \$10M Expedition on computer-aided program engineering. My students Valkyrie Savage and Shiry Ginosar win NSF graduate fellowships.

Contact info

Office Hours: Fall'12: Thu 3-4pm

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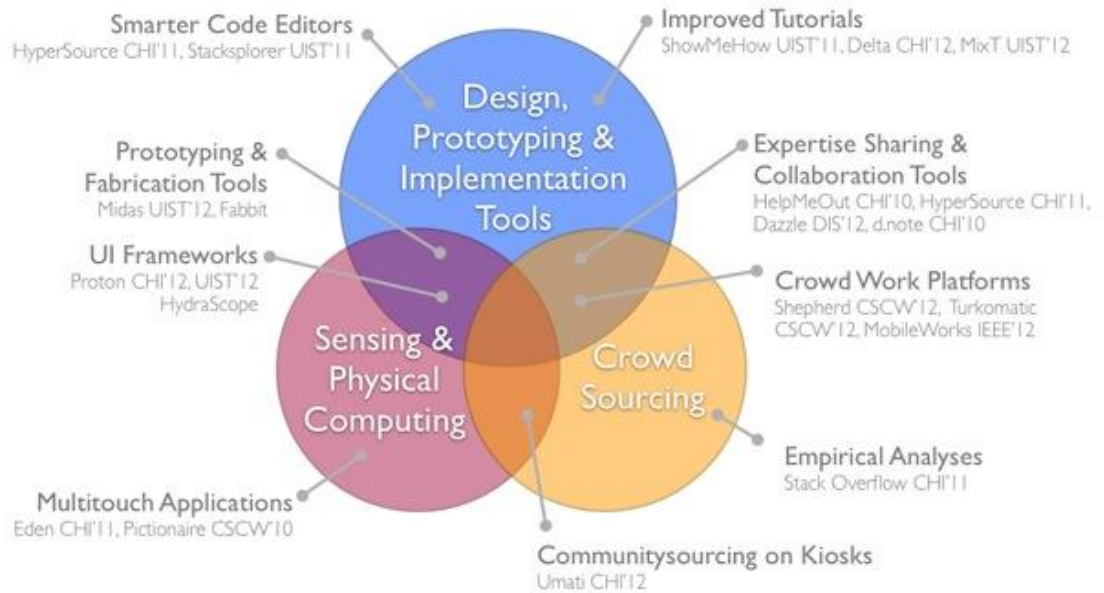
Materials

Curriculum Vitae, Talk Info
Archived Faculty Application Materials

Travel

December 7-9
CHI PC Meeting, Paris, France

My research in Human-Computer Interaction focuses on novel design, prototyping, and implementation tools for the era of post-personal computing. As our interaction with computation increasingly moves away from single-user desktop applications, I investigate two particular frontiers: tool support for user interfaces that leverage novel form factors (e.g., sensors and actuators); and interfaces that rely on crowds of users for their core functionality. My research also helps end-user groups become more proficient in complex user interface tools and programming systems. Methodologically, my group predominantly focuses on *systems research*: we contribute complex, working interactive systems that embody our research ideas and enable us to test specific hypotheses.



I am a co-director of two research units: the Berkeley Institute of Design and the Swarm Lab; and I am a member of the Visual Computing Lab. I am also affiliated with the Berkeley Center for New Media, and the new Cal Design Lab. I co-initiated the Course Thread in Human-Centered Design, an undergraduate certificate program; and the CITRIS Invention Lab, a new digital fabrication and rapid prototyping space. I received my PhD from the Stanford Computer Science department in 2009 where I worked with Scott Klemmer (dissertation). I received an MSE in Computer and Information Science as well as Undergraduate Degrees in Digital Media Design and Communication from the University of Pennsylvania in 2002.

Thinking about applying for a PhD/Masters in HCI at Berkeley?

I am looking for strong PhD students in the areas of programming tools, design tools for digital fabrication, and crowdsourcing systems this year. Berkeley's application deadline is 12 Dec

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Computer Science Division



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The CS Division office is open Monday - Friday 8am - 4:00pm Pacific Time (closed 12pm-1pm)

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