

INTRO TO HUMAN-COMPUTER INTERACTION DESIGN

Cogs 120/CSE 170

Scott Klemmer

Human Computer Interaction

Human Computer Interaction

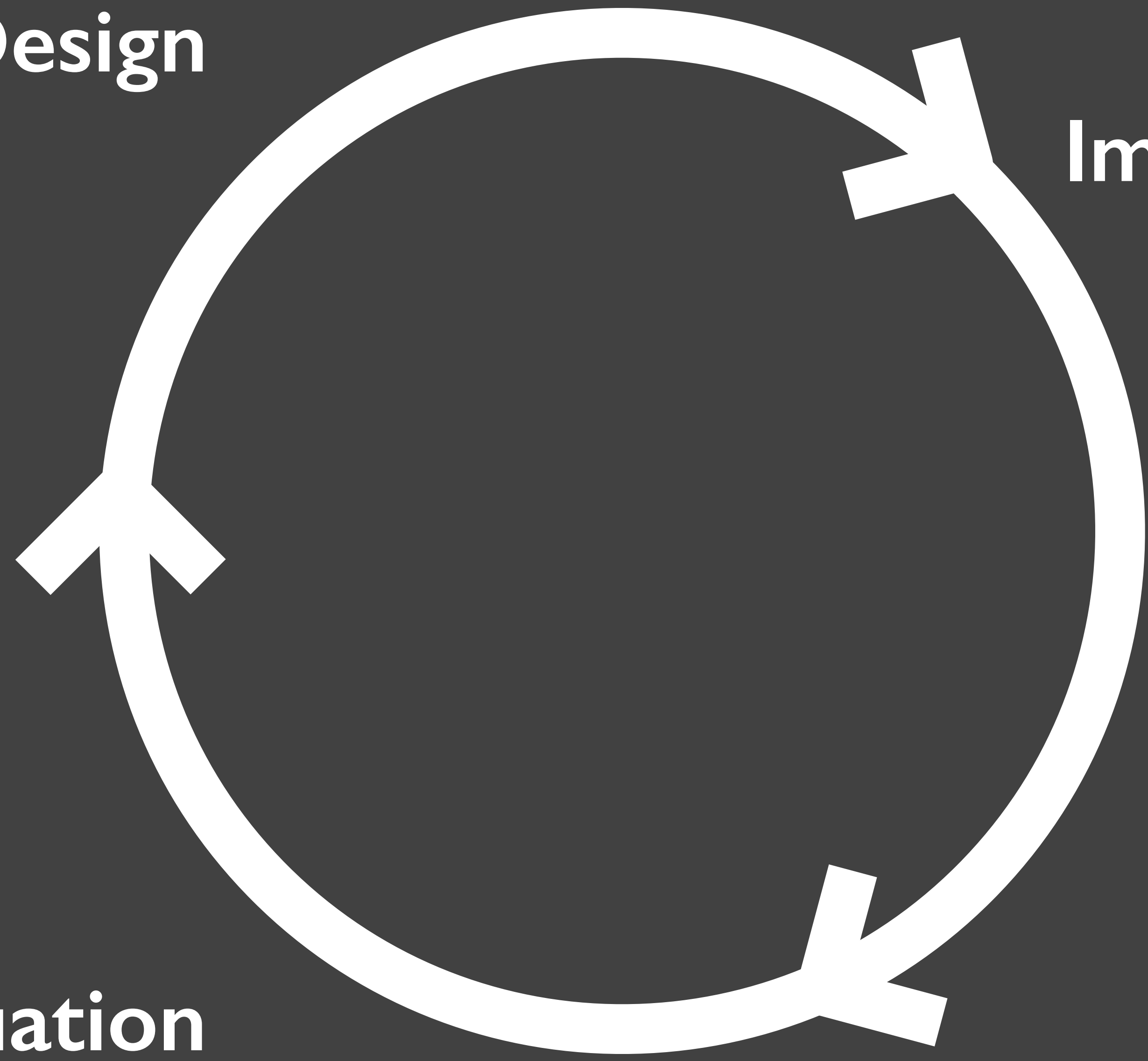
Human
Computer
Interaction

Human
Computer
Interaction

Design

Implementation

Evaluation



Good Design

Bad Design costs
lives, money, & time

300,000,000 Americans
x 10 minutes per day per American

3,000,000,000 minutes per day
= 40,000,000 Intro to HCI lectures

Tools for local hill climbing

Avoiding local
optima

This class

Lecture

Lab

Studio

Quarter-long design project

Teams of three
Shared weekly in studio

FINAL PRESENTATIONS
FRIDAY OF DEAD WEEK

No reading

Prereq: CSE8a

Weekly Studio Ritual

- Projects due Thursdays, 11.59pm
- Participate in studio & check out your peers' work
- Reflect on & self-assess your work

Studio Leaders

- Adam
- Alvin
- Kevin
- Purvi
- Robert
- Vineet
- Yu

Visit office hours!

Forum, not email

The Web Site

has all the information
it's where to send questions

<http://d.ucsd.edu/class/intro-hci>

Questions?

First project:
Design Thinking

NEED FINDING



Needs for...

“What do
you need?”

“Do you need
_____?”

Walmart's case

OBSERVATION



“You Can Observe a Lot
Just by Watching”

—Yogi Berra



Tacit Knowledge: Deep Hanging Out

1. What do people do now?
2. What values and goals do people have?
3. How are these particular activities embedded in a larger ecology?
4. Similarities and differences across people
5. ...and other types of context, like time of day