INTRO TO HUMAN-COMPUTER INTERACTION DESIGN

Cogsci 120/CSE 170
Scott Klemmer
Human Computer Interaction
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Good Design
Bad Design costs lives, money, & time
300,000,000 Americans x 10 minutes per day per American

3,000,000,000,000 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
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