



User Experience and HCI

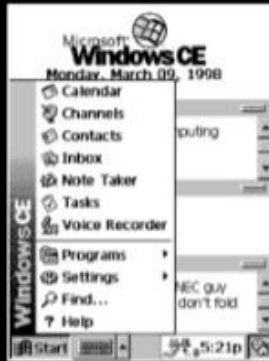


What is HCI?

HCI is at the intersection of **Computer Science, Design, and the Behavioral Sciences.**

It's not only about **designing the thing right**, but also about **designing the right thing.**

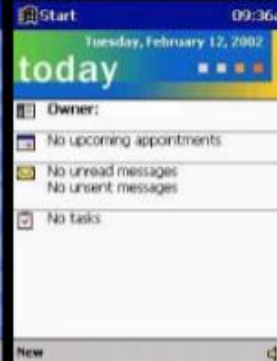
Windows CE 2.0
1998



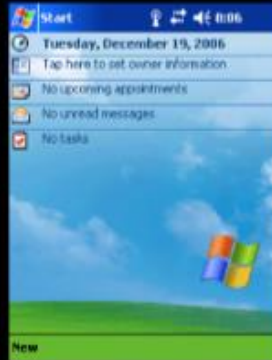
Pocket PC 2000
April 2000



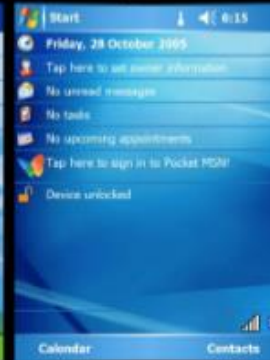
Pocket PC 2002
Oct 2001



Win Mobile 2003
June 2003



Win Mobile 5
May 2005



Win Mobile 6
Feb 2007



Did Windows focus on getting the design right or making sure they were designing the right thing?

Bad User Experience

- Feels bad
- Costs time and money
- Can cause real problems

The screenshot shows the website **www.ARNGREN.net**, which is a highly cluttered and poorly organized e-commerce site. The page is filled with numerous small, overlapping product listings, each with a small image and text. The layout is chaotic, with no clear navigation or categorization. The header includes a search bar and navigation links, but the overall design is unprofessional and difficult to navigate. The site appears to be a collection of various products, including drones, electric vehicles, and toys, all presented in a disorganized manner.

In the wild

Please Enter Your Phone Number:

216 ▾ 410 ▾ 0000 ▾

Next

- 0000
- 0001
- 0002
- 0003
- 0004
- 0005
- 0006
- 0007
- 0008
- 0009
- 0010
- 0011
- 0012
- 0013
- 0014
- 0015
- 0016
- 0017
- 0018
- 0019 ▾



EMERGENCY ALERTS

now

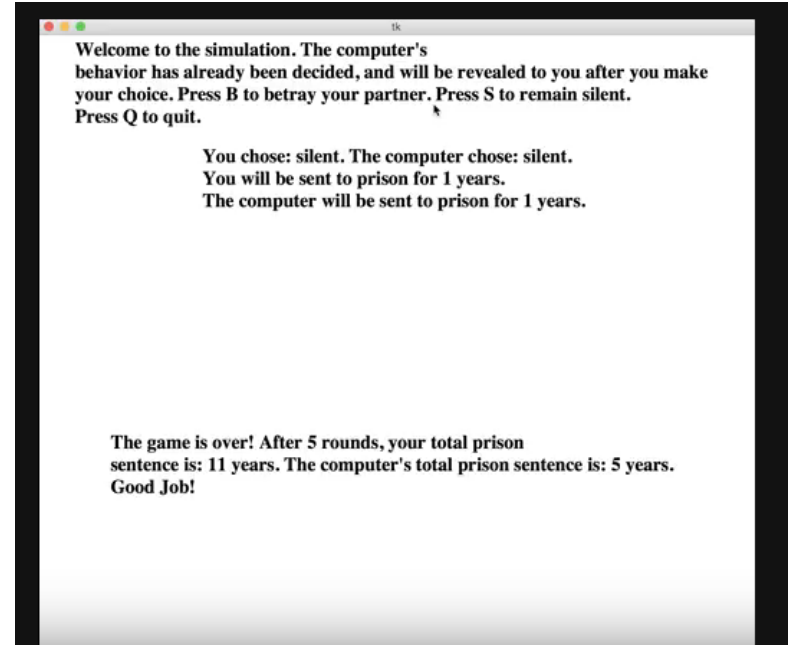
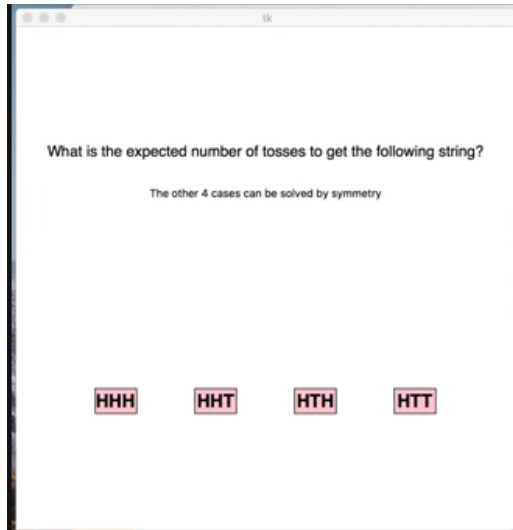
Emergency Alert

BALLISTIC MISSILE THREAT INBOUND TO HAWAII. SEEK IMMEDIATE SHELTER. THIS IS NOT A DRILL.

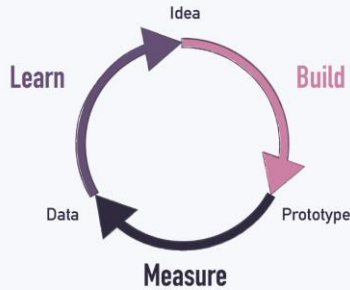
Slide for more



Term Projects



Iterative Design

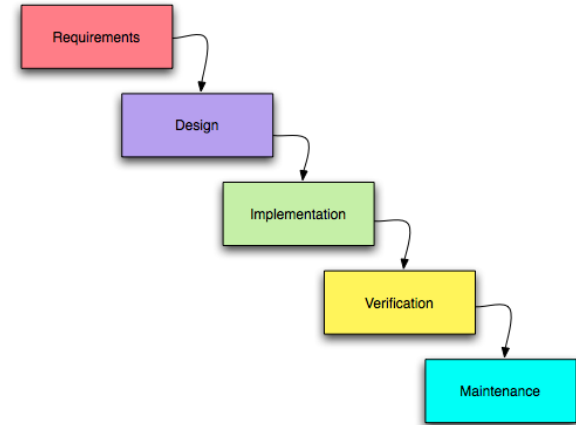


“Fail Fast” so you can fix the issue early

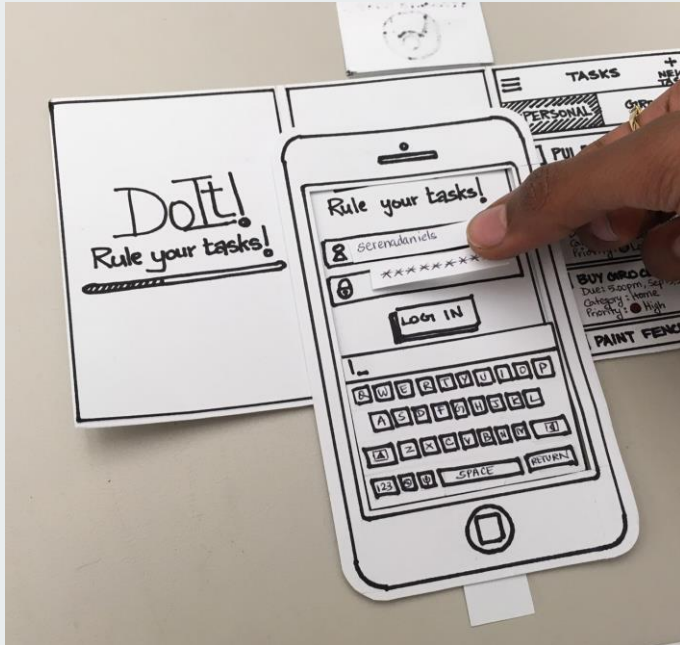
Agile Development Model

Compare to the Waterfall Model

No way to go back “up” to redesign something after implementing and testing it



Paper Prototyping



Try out designs as sketches on paper before implementing them for real

Very low-fidelity (doesn't look polished or final at all)

Benefits:

Lets people focus on the interactions and the flow without critiquing the visuals

Cheap

Fast

Wizard of Oz



“Faking” the interactions before they actually exist, usually for proof of concept

For paper prototyping: when a user presses a button, hand them a different piece of paper

At higher fidelity: have someone manually suggest movies instead of having the very clever AI algorithm do it



Activity!

Design an app that adds filters to your photos that can be controlled with gestures!



Range/Future of HCI

Conversational User Interfaces

Peer Economy

Wearables/UbiComp/Internet of Things

Responsive Web Apps

Social Design

Computer Vision





The Secondary Major in HCI

Must apply to get into the major (relatively short application, more sophomores accepted than freshmen)

Four prereqs (including 112!)

Four core courses:

Interaction Design Studio II

PUI/SSUI

User-Centered Research and Evaluation

Capstone Project Course

Four electives of your choosing (very flexible)



Attendance

<https://tinyurl.com/attendhci>