

## CPSC 444: Advanced Methods in Human-Computer Interaction

course introduction

class 1

### course staff: instructor

Joanna McGrenere

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Office hrs: TBA

Otherwise: book appointment by email

Office: ICICS X665

**Please note:** I have limited availability after class due to childcare. I must leave by 5:00 PM.

contact information also available at:

<http://www.cs.ubc.ca/~cs444>

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### course staff (cont'd)

TA: Jessica Dawson

- lead on tutorials / labs

in charge of:

- almost everything to do with project
- staffing labs and tutorials & monitoring discussion group
- scheduling (design reviews, etc.)
- ...lots of other stuff

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### learning goals for today

- familiarity with 444, so you know what to expect (structure, website, particulars, etc.)
- understanding of similarity/differences with 344
- preliminary glimpse at some of the 444 content
- brief introduction to the course project
- *time permitting*, a historical look at some HCI foundations and visions

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### first day survey/quiz

not graded ☺  
but will be collected

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### how is this course similar to 344?

- structurally the same
- project based: **hands-on** user centered design (structurally very similar)
- **team-oriented**
- strong tutorial (problem-based learning) & lab components
- heavy demands on your **ingenuity**, your **time** and your **people skills**.

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### how does this course differ from 344?

- builds on 344, **methods are more advanced**
- somewhat **less** total material covered
- project
  - topic more creative???
  - higher expectations for depth/quality of work + use of advanced methods
- greater emphasis on reading from the **research literature**

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### who is this class for?

those who are...

- interested in HCI as a **career** option
- would like to pursue a **bachelor's thesis** or **graduate study** in HCI or UI design
- simply interested in gaining **deeper knowledge** and/or **hands on experience** in HCI!

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## COURSE OVERVIEW

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### topics covered

Module 1: Course Intro

Module 2: Field Studies & Experiments

Module 3: Models of the User

Module 4: Laboratory Experiments

Module 5: Using Video

Module 6: Design & Evaluation Theory

Module 7: Research Frontiers

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## main course components

lectures

final exam (no midterm)

tutorials (including quizzes)

one individual assignment (post tutorial)

### PROJECT

- ~4-person teams, self-formed
- design competition
- peer evaluation

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## course website has all the details:

<http://www.cs.ubc.ca/~cs444>

Homework: *before* next class make sure you **fully read**:

- overview
- schedule (skim only)
- tutorials
- project
- resources

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## one question on course communication

### discussion groups (everything about course content)

- course staff will check daily (and once on weekend)

In past, we have used VISTA.

Question: Which do you prefer:

1. VISTA
2. Mailing list (will be cpsc444-class@cs)

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## readings

Most available online.

**BE WARNED:** “photocopied reading”s ...

are available CS reading room:

<https://www.cs.ubc.ca/our-department/facilities/reading-room>

- Can be read there
- Sign out and photocopy
- Please be considerate and return promptly

- **RANT** about new copyright policies at UBC

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## expectations

1. Attend all classes. Exam will cover **all** material discussed in lecture, not just posted notes. Quizzes cover lecture material as well as tutorial material.
2. Do assigned prep **before** class/tutorial.
3. Be a **considerate team member** and do your share of the work, well and on time.
4. Abide by the university **academic honesty** guidelines.

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## brief introduction to the project

MSI is available on website –read it and bring any questions to Lecture 2.

Project will be properly introduced in Lecture 2.

As a teaser:

- android phones: novel handheld/smart phone projects
- ubiquitous computing

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## project videos from previous 444

For each video, answer the following questions:

- What is the motivation for the interactive system introduced?
- What was the design methodology used?
- How does the interactive system work? (What are its primary features?)
- How was it evaluated?
- Does the video capture the essence of the overall project?
- What is the production quality?
- Are you engaged?

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## if there is time...



### Starfire, the Movie (1992)

<http://www.asktog.com/starfire/>

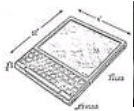
### Apple's Knowledge Navigator concept video (1987)



<http://www.digibarn.com/collections/movies/knowledge-navigator.html>

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## if there is time...



### Alan Kay's Dyanabook (1968)

<http://www.youtube.com/watch?v=r36NNGzNvjo>

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## take notes on...

Things we have that are like what they predicted

Things we don't have yet

Things we're getting close to

Things we have and use lots that aren't in the video

Issues raised/illustrated in the movie around CSCW & HCI concepts

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### homework + on deck:

- Read through course website.
- Read MSI
- Photocopy first (or all readings for term)
- Jan 9 lecture – Bloomberg et al. paper “An ethnographic approach to design” (photocopied reading)
- Jan 11 first lab – Android  
*\*requires extra computers so BRING LAPTOPS*
- make sure you have an active ugrad account  
<http://www.cs.ubc.ca/ugrad/facilities/accounts/activate.shtml>

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