cs543: physical interface design & evaluation

project

project "assigned" today

- **ground rules:** this document (posted on website)

- **Step 1: project "ads" –** I'll post some too.
  Purpose: recruit a project team around an idea
  NOT final or polished – just starting ideas.

- *Fri Jan 15 10am*: **post ads to 543 twiki**

  – two to four of them

  – read everyone else's – no duplicates; comment/build on others

  – discuss among *yourselves*! talk to me about ideas!

- *Fri Jan 22*: Step 2 **teams formed** – post on course twiki

- *Fri Jan 29:* Step 3 **proposals due** – one handin per team

Other deliverable dates - NOTE

Final project presentation (2nd day of exam period):
Wed 13 April, 2016, 2-5pm

Final project report:
Wed 20 April, 2016, 18:00

what makes a good 543 project?
focus on iterative interaction design,
rather than rigorous evaluation

- **must start with** an interesting objective: e.g. explore
  – vision or question about a compelling experience
  – real problem to be solved

- imaginative and appropriate prototyping

- iteration: different approaches and/or increasing refinement

- progress or insights relating to stated objective
  or towards an even more interesting problem found on the way

- resourcefulness in face of adversity

- good documentation – multimedia. As-you-go +
  summative, reflective at key decision points.

thinking up project ideas

- content in need of better interaction, e.g. expressiveness or tool-like control?

- an inadequate communication channel? something that's not getting communicated at all, and should be?

- a computer-mediated experience presently ugly or unpleasant which you might make more aesthetic?

- a task relying on an overloaded sense, which haptic augmentation could help with?

- aid for a disability (e.g. blindness or arthritis)?

- a persuasive technology - e.g. sustainable energy use?

assessment

- document each iteration on your blog
  - individual bogs
  - marked - w/ informal feedback from instructor and class

- final team-prepared formal report
  marked on conventional 100-point scale

- final presentation and demo during exam period

how can you tell if you've made progress without rigorous evaluation?

evaluation is crucial throughout HCI design cycle… but it doesn't always stimulate creativity.

at these "expansive" stages, progress indicators can be:

1. Your process (probably indirect) has led to **clearly different, new-to-you ideas /insights** – "*I hadn't thought of doing it that way*"

2. You experience **a personal *"aha, that's it"* moment** after a struggle. For now, you are your own judge, and if it makes you happy, that's a good sign.

3. You have **added something notable** to inspirations and ideas you've freely taken /combined from the world.

4. **Informal feedback from others** successfully informs iterations that increase "progress types" listed above. Show your ideas, ask, and listen.

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how can you tell if you've made progress?

In my group, we have tried to rigorously evaluate "**delight**" in an interaction.
It's hard to capture.

But that's what we're really after here.

Have you come up with something that delights you and others?
How can you tell?

what is difference between
our **lab** sketches and the **project**?

the main difference is your trajectory
   your project will be guided by a goal or vision

your iterations should **tell a story**
   at minimum, they will be linked by a theme.

"sketching" should absolutely be part of it.

but, overall the project will be more directed
   and you may optionally choose to go in a direction of
   increasing refinement / less sketchiness.
   (if the course were longer, I'd require this).

specifics

- work in team (2015W2: 2-3 members).
  teams can be loose or tight organizational units, w/ common goal

- state & motivate your guiding project objective (proposal)

- **three iterations**, with start and end dates (see calendar)
  As you approach each, **set an objective for that iteration**. What do
  you want to try/learn next?

- **expand design space** (explore different approaches)
  or, **evolve/refine one approach** (each takes concept further,
  more detail, functionality, etc). Or both.

- can break iterations up – e.g. individuals or pairs try objective
  independently. Or, divide job up /take different pieces. Do collaborate!

- each iteration will conclude with an demo
  (OPEN if sched permits)

the proposal
(see also full proj assignment)

1 page

list team member names and descriptive
  moniker (e.g. "haptic stratogaster")

3 sections:

1) succinctly state guiding objective: 1-2 sentences

2) motivation: why is this interesting to do?

3) appropriateness: in any way you see fit, explain why this
  objective can benefit from haptic sketching

→ handin (see course project page for details)