CS 160: User Interface Design

Critique and In Class Brainstorm 01/30/12

OmniTouch
Wearable Multitouch Interaction Everywhere

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Exploring the Universe with Interactive Art
San Francisco artist and entrepreneur Scott Snibbe will present selections from twenty years of interactive exhibits, interactive art, and interactive music. He will show many examples of interactive media with technologies including computer vision, haptics, multitouch, and iPads, including recent work creating the first app album with Björk: Biophilia; and the recent interactive exhibits for James Cameron’s movie Avatar. He will discuss the educational and societal benefits of interactivity; and the joys, challenges, and research involved in the creation and distribution of interactive media on the cutting edge of interactive technology.

Wed Feb 1, 4-5pm Soda 306

Due Today (before class)
Individual Programming Assignment 1
Individual Design Exercise 1

Grades on bSpace soon…
Group Project Constraints

Must make use of Kinect in a non-trivial way
Think about why Kinect provides an appropriate interface
Target specific users
Target specific applications

Must solve a real-world problem
Not simply a game, especially if similar game already exists

Target user group cannot be overly broad
College students is too broad a group

Can’t just implement a Media Browser

Groups

20 groups
4-5 students per group
You cannot change groups
Groups

Peer assessment: your group members will evaluate your effort.

Your grade can be (significantly) higher or lower than the group average.

Take your commitment to your group seriously.

Due Monday Feb 6

Group Brainstorm
Today aim for quantity (at least 50)

Later outside of class
Select initial course project idea
Specific target users (not students)
Be creative! If you already can find your ideas in an existing Kinect app, think harder/more specific.
Due Mon, Feb 13

Individual Programming Assignment 2
Skeleton Tracking
Gesture

Submit:
code + video

Example: Public Transit Storyboard

Map of Berkeley

"Tom, a CS student, is on campus and wants to take a trip to SF to BART."

Bay Bridge

"I wonder when I'll have to start walking down hill to catch the train."?

"So he pulls out his phone and launches the "CUT" app."

Using trolleybus tokens, he selects the downtown Berkeley BART, and 104 minutes of walk time.
Critique

How to give & receive constructive criticism
What is a critique?

Show a project in progress through sketches and prototypes

Solicit feedback from peers (small groups work best)

History: Studio art education

What is the point of a critique?

Show off how great your project is.

Get honest reactions, ask for input on open questions.

Q: How is a critique different from a brainstorm?
Designer: Frame the discussion!

State Explicitly: What would you like comments on?
• Overall idea?
• Specific interactions?
• Usability?
• Technical Feasibility?
• Pixel-level graphic design?

Take a dispassionate stance (this is hard!)
• Show alternatives where possible
  (makes comparison easier)

Critic: How to avoid deaf ears

Comments are about the **design**, not the designer.

Point out positive aspects – be specific
Not:  “I like this, but…”
Instead:  “The layout effectively communicates the hierarchical nature of the data. However, …”

Ask for alternatives instead of offering solutions
Not:  “You should really change X”
Instead:  “Have you considered alternatives for X?”
Next Time

Task Analysis and Contextual Inquiry

Don’t forget!
Read, then write a comment on Google Form
Group Brainstorm, Due Feb 6
Programming Assignment 2, Due Feb 13

IDEO’s Brainstorming Rules

1. Sharpen the Focus
2. Playful Rules
3. Number your Ideas
4. Build and Jump
5. The Space Remembers
6. Stretch Your Mental Muscles
7. Get Physical

Aim for quantity
Hope for quality