CS 5984
Design of Interactive Systems
CRN 16364
MWF 1:25-2:15
322 McBryde
WELCOME !
This Class is About Design-based Innovation

- Create a working prototype
- Design everything
- Learn how to learn about designing
  - Investigate a situation: problem finding and problem solving
  - “It’s Just a Method”
- design / reflect
Who Should Take This Class

- CS Grad students in HCI with little or no actual design experience
- Other students with experience working on teams and who are interested in design of interactive devices and systems
You Should NOT Take This Class

- If you believe that computer interfaces:
  - stop at the edge of a screen
  - are only a matter of optimization
  - are only about information
- If you cannot work in ambiguous, ill-defined situations
- Do not like working with people
Grading and Coursework

A story about Gregory Bateson and dolphins....
- seeing what others overlook
- thinking differently
- taking a risk
- lagniappe
Structure

- Seminar
  - Mondays
  - student led
- Lecture
  - Wednesdays
  - I talk
- Sketch Problems and Project meetings
  - Fridays
## Course Work

<table>
<thead>
<tr>
<th>Participation: Lead Seminar</th>
<th>5</th>
<th>1</th>
<th>5</th>
<th>Mondays</th>
</tr>
</thead>
<tbody>
<tr>
<td>Participation: interpret ideas of design</td>
<td>2</td>
<td>3</td>
<td>6</td>
<td>Mondays</td>
</tr>
<tr>
<td>Participation: Sketch Problems</td>
<td>2</td>
<td>7</td>
<td>14</td>
<td>Based mostly on book</td>
</tr>
<tr>
<td>Design Journal</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Required for Final</td>
</tr>
<tr>
<td>Final</td>
<td>20</td>
<td>1</td>
<td>20</td>
<td>Report on what you learned using material from journal</td>
</tr>
<tr>
<td>Team Project</td>
<td>40</td>
<td>1</td>
<td>40</td>
<td>BIG; 4 presentations; gotta work; real.</td>
</tr>
<tr>
<td>Team CHI Paper</td>
<td>15</td>
<td>1</td>
<td>15</td>
<td></td>
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</tbody>
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Texts and Materials


- Additional readings will be used that can be accessed and downloaded from the World Wide Web.
Grading

- Meeting specification = “B”
- “A” = showing your powers of observation, creative problem solving, thinking out of the box, exceeding specifications, and delighting users and clients
Team Method

- Bind theory and practice
- Bring in what you already know
- Learn from each other
- Fill in gaps by teaching yourself
- Reflect on what you’ve done and what you’ve read
A brief bio of the coach

- VT
  - came in Fall, 2003
  - Director, Place of Engineering Project
  - co-PI on gigapixel, Pheobe’s Field, hallway display, laser projector pjt
  - taught CS 3624 & 4634
A brief bio...

- educated & trained as architect
- worked for SOM / SF
- research scientist, Xerox PARC
- taught equivalent course at UC Berkeley
Administrivia

- sHarrison@vt.edu
- 231-7783
- Office Hours: MW 10:30-12:00 in 510 (”nickel and dime”) McBryde
- http://courses.cs.vt.edu/~cs5984/
- there is no TA, so I will ask for assistance at times from all of you.
Before You Leave...

- Please fill out survey form