HCI and Design

SPRING 2016

Topics for today

Introductions and course structure

Course overview

- What will you learn?
- How will I teach you?

Hands-on activity: Where are you headed?

Introductions

Nicki Dell

Ph.D. in CSE at the University of Washington in Seattle

Research: designing, building, and deploying systems for under-served populations in low-income regions

Fun fact: From Zimbabwe

Introductions

Awesome TAs

Fabian Okeke

IS PhD student

Zaid Haque

CM program

Sam Haveson

MBA program

Course Website

http://nixdell.com/classes/HCI-and-Design-Spring-2017/

Has info about:

- Course schedule
- Assigned readings
- Lecture slides
- Assignment descriptions and due dates

Course Communication

Slack

Channel: tech-hci-2017.slack.com

Sign up using your Cornell NetID

Please use slack instead of email if at all possible!

I will use slack so if you're not on it you WILL miss things!

Lectures

Tuesday/Thursday 11-12.15, Grizzly

No one wants to listen to me talk for more than an hour….

First ~5 min of class will be a poll/question on the reading

Next 30-35 min will be lecture

Last 30-35 min will be hands-on practice

Office hours

Tuesday/Thursday, 12.15-1pm (right after class)

Come and talk to me!

Assignments

Five large-ish assignments = 50% of your grade.

No class project. I expect you to work hard and do well on assignments.

In most cases, you are welcome (and encouraged) to do the assignments on your own projects/start-up products etc.

Assignment out/due dates are posted on the website.

Please check them against the dates of sprints etc. and let me know ASAP of any major conflicts.

There are often no “right” answers. More than anything, I want to see you engage with the material, make an effort, do your best, learn something new.

In-Class Device Policy

We will use smartphones and laptops to facilitate activities and work in-class.

However, research and student feedback clearly shows that using devices on non-class related activities not only harms your own learning, but other students' learning as well.

I only allow device usage during activities that require devices. At all other times, you must put your devices away.

I'll help you remember this by announcing when to bring devices out and when to put them away.

Deliverables and Grading

Subject to change if necessary ☺:

- Reading poll/questions: 25%
- In-class activities: 25%
- Assignments: 50%

Violation of the in-class device policy will result in you losing that day's poll and in-class activity credit!

Course feedback

I like feedback

Help me make the class better

Example: hey Nicki, I hate your in-class device policy. It sucks and forces me to pay attention in class.

If you don't tell me, I don't know ☺

Course Structure

Questions?

What did I forget?

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- What will you learn?
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What will you learn?

You will learn and practice **fundamental HCI and Design** tools and techniques

Condensed and accelerated versions of core concepts

We will focus on HCI "practice" – learn **practical** tools and techniques that you can use in your own projects/jobs

You will get **hands-on practice** applying and using those tools and techniques – both in-class and through assignments

You will learn what you need to know to be able to do, understand, and communicate about HCI and Design in the real world (as a software engineer, UX researcher, entrepreneur, etc.)

What will you learn?

You will NOT learn to be a great designer in ~14 weeks.

…. that would take years of practice and dedication!

What will you learn?

Uhhhh…. But I just want you to tell me how to make my <insert project/app/product> pretty and perfect!

Good design is a process that requires time and effort.

You have to learn the process and follow it every time you need to design (or re-design) something!

I will teach you the process and give you opportunities to practice following the process.

How will you learn?

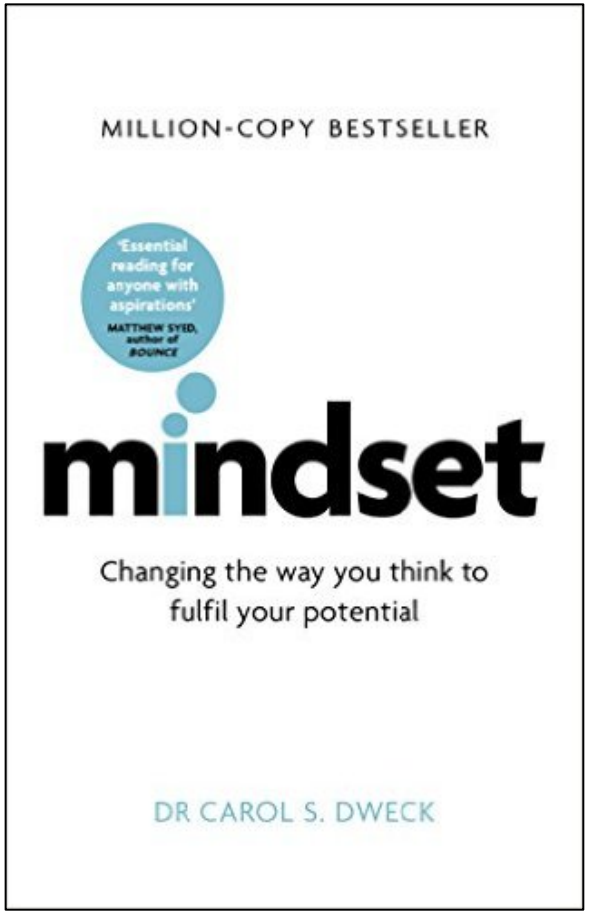
But I'm really bad at design…

But I can't draw…

But I don't know how to code…

But I only know how to code….

In this class (and in your life) I want you to consciously try to have a Growth Mindset (Carol Dweck)




"Failure is an opportunity to grow"
GROWTH MINDSET
"I can learn to do anything I want"
"Challenges help me to grow"
"My effort and attitude determine my abilities"
"Feedback is constructive"
"I am inspired by the success of others"
"I like to try new things"
"Failure is the limit of my abilities"
FIXED MINDSET
"I'm either good at it or I'm not"
"My abilities are unchanging"
"I don't like to be challenged"
"I can either do it, or I can't"
"My potential is predetermined"
"When I'm frustrated, I give up"
"Feedback and criticism are personal
"I stick to what I know"

FIXED MINDSET		GROWTH MINDSET
• SOMETHING YOU'RE BORN WITH • FIXED	SKILLS	• COME FROM HARD WORK. • CAN ALWAYS IMPROVE
• SOMETHING TO AVOID • COULD REVEAL LACK OF SKILL • TEND TO GIVE UP EASILY	CHALLENGES	• SHOULD BE EMBRACED • AN OPPORTUNITY TO GROW. • MORE PERSISTANT
• UNNECESSARY • SOMETHING YOU DO WHEN YOU ARE NOT GOOD ENOUGH	EFFORT	• ESSENTIAL • A PATH TO MASTERY
• GET DEFENSIVE • TAKE IT PERSONAL	FEEDBACK	• USEFUL • SOMETHING TO LEARN FROM • IDENTIFY AREAS TO IMPROVE
• BLAME OTHERS • GET DISCOURAGED	SETBACKS	• USE AS A WAKE-UP CALL TO WORK HARDER NEXT TIME.

How to succeed in this class

It's all about effort. I will reward effort.

Ultimately, the effort you put into the class determines what you get out of the class.

1. Keep a growth mindset
2. Make an effort to do the assigned reading
3. Make an effort to show up to class on time and pay attention
4. Make an effort to engage in the in-class activities
5. Make an effort to work hard on the assignments

Questions? Concerns?

Homework

Assignment 0: http://bit.ly/2j6Js7a

Link also posted on the class website

Reading: “The Design of Everyday Things” (chapters 1-2)

Posted on class website