HCI Bootcamp: one **intense** week!!

**Lectures** (in class)
- Present fundamentals & principles from different disciplines
- Relate design activities to each other: complete design process

**Design activities** (in class or at home)
- Individual and group
- Each builds upon previous results

**Project** (in class and at home)
- Groups of 4
- Goal: produce a **grounded** video prototype

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Design is an iterative process …

- Design activities build upon previously created design resources

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**Generative Design**

- **Discovery**
  - Who is the user?

- **Invention**
  - What is possible?

- **Design**
  - What should it be?

- **Evaluation**
  - Does it work?

- **Redesign**
  - How to improve it?
Multi-Disciplinary Design Methods

Understand the user
- Fly-on-the-wall observation
- Other user interaction

Analyze the user
- Cognitive Psychology
- Human Factors

Invent new ideas
- Brainstorming
- Critical incident interview

Prototype the system
- Computer science simulation
- Design space

Evaluate the system
- Design walkthrough
- Usability study

Redesign the system
- Design refinement

Design brief

Find a real group of users
- \('problems\' include wanting to have fun \(\ldots\)

Consider what this technology can do
- for these particular users
- in a particular setting

Design interactive technology that addresses this problem

Final project:
- No coding; but a refined video prototype!

Grades

Participation (!!!)
- Class exercises
- Homework exercises
- Final presentation
  - with Video Prototype and Poster
- Final Report
  - Executive Summary