HCI and Design

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

Rama Varanasi

Juechi (Joyce) Zhou

Gautam Chheda

Noshin Nisa

Utsav Vakil

Course Website

nixdell.com/classes/HCI-Spring-2018/

Has info about:

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

Course Communication

Slack

Channel: hci-2018.slack.com

Sign up using your Cornell NetID

Use a READABLE and RECOGNIZABLE name please!

Please use slack instead of email if at all possible!

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

Lectures

Tuesday/Thursday 1:55-3:10, Bloomberg 131

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

First ~5 min of class will be short questions on the reading

Next 30-35 min will be lecture

Last 30-35 min will be hands-on practice

Office hours

Nicki: Tuesday 1pm-1:55pm; Thursday 3.15-4pm (Room 263)

Rama: Wednesday/Friday 3-4pm (Location TBD)

Assignments

Five large-ish assignments = 50% of your grade.
No 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-ups etc.

Assignment out/due dates are posted on the website. Please check them 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

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

Independent 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 will teach better, you will learn better.

Deliverables and Grading

Subject to change if necessary:

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

The average final grade in this class is usually a B+

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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Introductions and course structure

Course overview
What will you learn?
How will I teach you?

Hands-on activity: Where are you headed?

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…)

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 <project/app/product> pretty and perfect!

Good design is a ***process*** that requires time and effort.

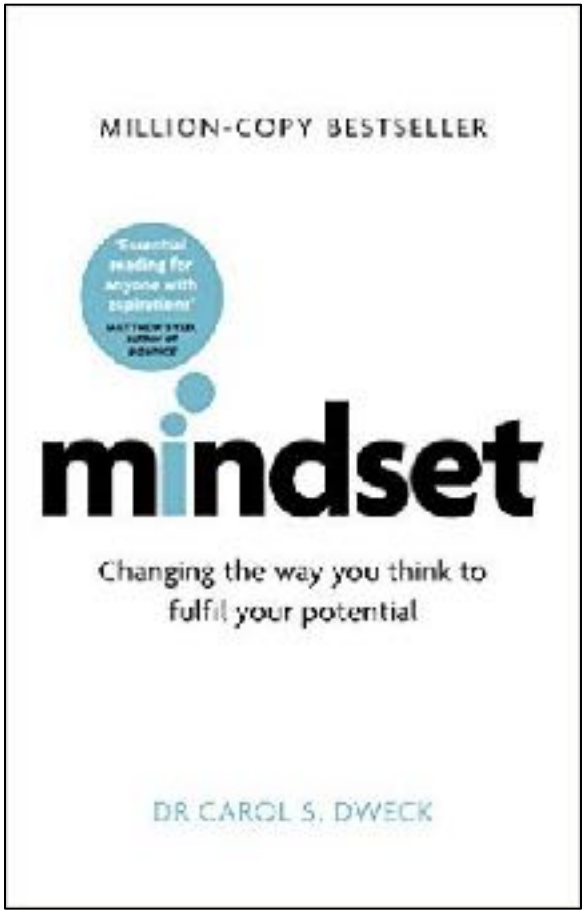
You have to learn the process and follow it every time you need to design (or re-design) something!

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

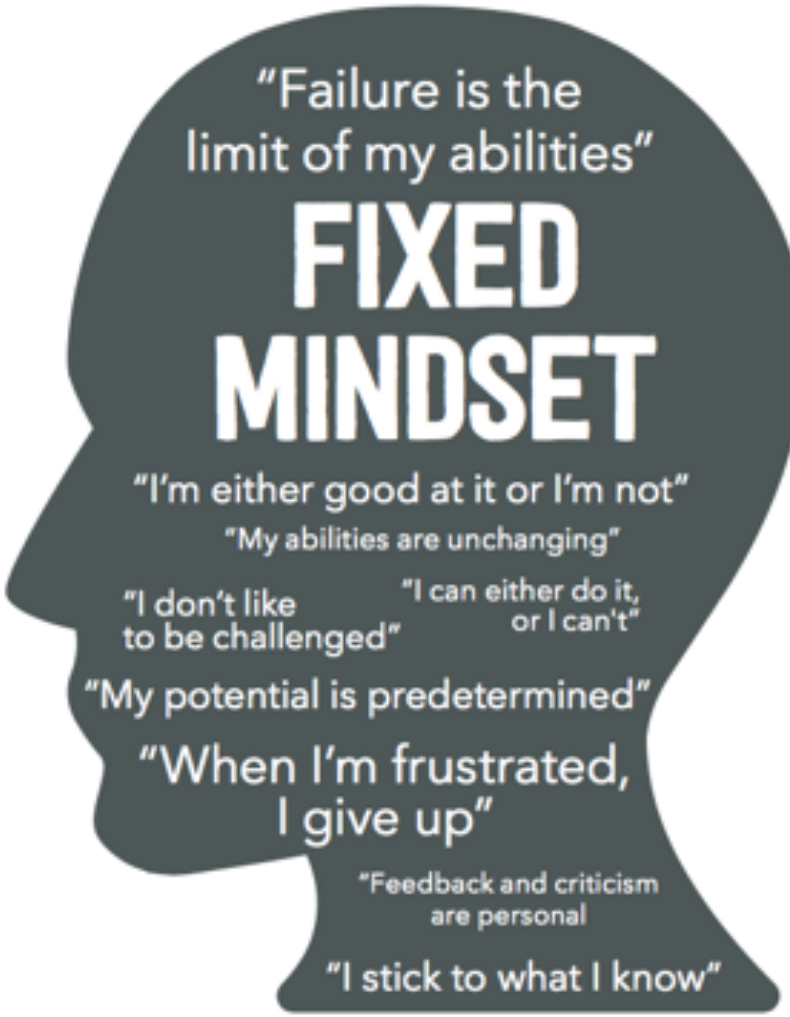
How will you learn?

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.

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

Activity: Where are you headed?

Part 1: Describe your possible self

On a piece of paper, write me a description of your life in 5 years.

- Where will you be? What will you be doing? What will be your job? What skills will you have? Where is this degree going to take you? What relationship does HCI and Design have to your future life?
- I want to know where you're headed so I can help you get there.

Part 2: Share your possible self with two of your neighbors

Draw a map together

- On the right-hand side of the paper, write all the job titles you might want.
- On the left-hand side of the paper, draw where you are now.
- Now, draw the steps you have to take to get there. What's in the middle?

Hand in your work! Don't forget to write your name AND NetID on it.