

CS 321 HUMAN-COMPUTER INTERACTION **Design Project**

Notes to Instructor

The design project is a term long project that takes the students through the steps of doing Contextual Design. The major steps we use in the design project are user interviews, user modeling, brainstorming, paper prototyping, and hi-fidelity prototyping. The project milestones reflect each of these steps. The milestones provide a deadline and an opportunity to give feedback during the process.

I have found that student teams of 4 work the best. It provides enough people on the team to give the students an environment for discussing creative ideas and performing the data collection/modeling, and allows them to coordinate their busy schedules.

The users for the design project are volunteers solicited from our first programming course. They participate for the opportunity to get extra credit. Early in the semester we collect contact and schedule information from them. The information sheets are placed in a binder and put in a place that only the HCI students are allowed to access. It is the responsibility of the HCI students to contact and arrange a meeting time. See the sign-up sheet for more details.

Because we are using a general user pool the choice of the project is crucial. The project must be one in which anyone would have some general experience with. So we've chosen such projects as academic organizers/study aids, course scheduling systems, and meal management.

The project is a great learning tool for the students. They have the opportunity to interact with non-technical users (a real eye-opening experience for them), practice their interpersonal communication skills, practice their data collection skills, learn and practice a group process, practice public speaking skills, and more.

The design project is really a key component of the learning experience. If you have any questions regarding how to run it please contact me.

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