(In HCI) Design is...

Wrapping up COMM/INFO 3450

...everywhere

- Norman, Design of Everyday Things
  - Hall of Fame and Shame (several)
  - Interfaces are everywhere

- Implications:
  - Notice (and praise or critique) design
  - Be open to new problems, possibilities

...communication

- With your team, yourself
  - How groups work together (Pausch)
  - Sketches, tasks, scenarios... (Cooper, Carroll)

- With your users/stakeholders:
  - Mental models, gulf (Norman)

- Implications:
  - Always be aware of your audience

...constrained

- The constraints are primarily human
  - Cognitive psychology
  - Social psychology and constraints (2450)
  - Value constraints (Boehner)
  - Cultural constraints (Hao-Chuan)

- Implications:
  - Know people to know design
...tradeoffs

- Often you have competing/multiple goals
  - Visibility and feedback vs. screen space
  - Development time vs. fidelity, completeness
  - Gameplay and self-expression (Walker)

- Implications:
  - Be thoughtful about tradeoffs
  - Have it all when you can

...empirical

- Theories sometimes help
  - So do reviews: heuristic evaluations
- Often, you just have to see what works
  - User testing (Hrönn)

- Implications:
  - Iterate and evaluate (but we knew this)

...process

- If design is empirical and evolutionary...
  - Get the right design then the design right (Buxton)
  - Rework, revisit, and revise (most of your work)

- Implications:
  - Have a good grasp of useful process steps
  - And, useful tools for learning
  - Remember the process (ArtLinks)

...uncomfortable

- You often don’t know what to do
  - Other people are confusing (Mini-project)
  - Problems are under-specified (Maxi-project)
- It’s hard to know what’s good
- It’s highly nonlinear

- Implications:
  - Be strong, prepared (even harder in 4400!)
...imperfect

- We actually don’t know much about HCI
  - 25 years only (Norman then and now)
  - Research, topics scattered (Hot Topics)
  - More descriptive than prescriptive models

- Implications:
  - Follow design, designers, and research (Nielsen)
  - Learn from your work (self-evals)

...political

- Society, culture shape possibilities
  - Context matters
  - Designs shape needs, needs shape designs
  - Designers are not passive (Papanek)

- Implications:
  - Be a moral agent when designing

...important

- The things we do shape lives
  - Ethics matter (IRB training)
  - Hard to really get this in a class… but, if nothing else, it has shaped our lives, a little

- Implication:
  - Care about what you do

...fun

- There’s magic in creating
  - Hopefully, you got at least a taste of this in many of the deliverables

- Implications:
  - “Optimists win”
  - Enjoy what you do
...relevant (?)

- How does design really work in the world?
  - Readings for today (Hong)
  - Five minutes in small groups
  - Then let's chat big group one last time

- Implication:
  - Always be just a little skeptical

Things covered way not enough

- HCI-useful theories
  - Activity theory, distributed cognition, social psych package, critical theory, ...

- The technical side of HCI
  - Tangible interfaces, visualization, 3d/VR, implementation, I/O devices, toolkits, ...

- Many “issues”
  - Session titles in the proceedings

If you liked what you saw

- 4400/6400, 3650, 4320, 3460, ...

- Work on HCI research
  - Geri Gay, Phoebe Sengers, François Guimbretière, Jeff Hancock, Jeremy Birnholtz, Sue Fussell, Lee Humphries...

- Get some depth
  - People, design, implementation...

I hope you liked what you saw

- A little bit of DanCo/class self-eval.

- Then, let's look at the final for a few minutes.