(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, gulfs (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.