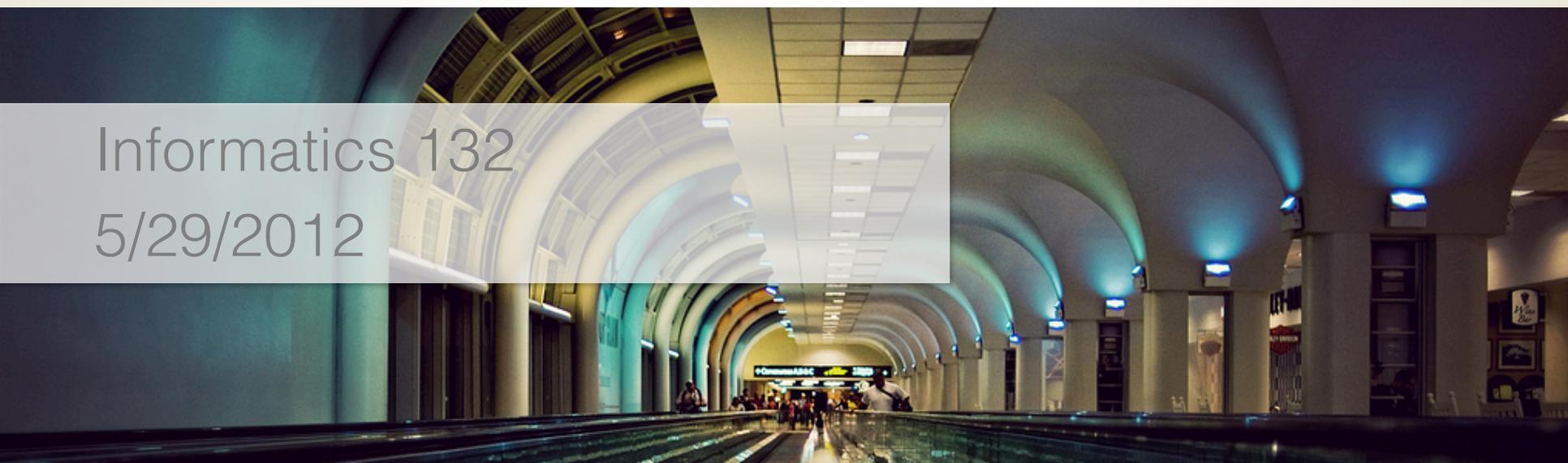


HCI in the Real World

Informatics 132
5/29/2012



As you are coming in...

- ① What are the three most impactful changes in HCI you have witnessed in the last 10 years?
- ② What do you think are exciting emerging domains?
- ③ What do you think are the most innovative new technologies that will shape the future?

Grab some sticky notes and start writing down your ideas.
1 idea per sticky note, and please write legibly.

TODAY

- Overview of Assignments and Dates
- Lecture: What does the future hold?

UPCOMING

Class Schedule:

- Friday: Group Project Time
- Monday, Monday Discussion, and Wednesday: Prototype Demos
- Next Friday (6/7): Class Summary

Due Dates:

- Monday: P3 Due
- 6/12: Final Project Design Expo (P4 Pitch)
- 6/14: Final Project Spec Due (P4 Spec)
- 6/14: Sketching Reflection

Assignments

- P1 Scores Distributed, Feedback being sent out today.
- P2 grades to be distributed this week.
- Sketchbook grades to be distributed this week – Please be sure to check!

SF: Sketching Final

- You will get your sketchbooks back on Friday.
- Review your comments, notes, and feedback.
- Make sure you have comments on them that summarize what you discussed.
- Write a 1000 word reflection essay
 - Includes at a minimum your favorite and least favorite sketch.

P3 Description

- Create an interactive, hi-fi prototype of your design idea(s) that shows some details of the interaction
 - Method of prototyping is up to you
 - You may use multiple methods if you need to do so to convey aspects of your prototype, but at least one of these must be hi-fi
 - You do not need to create more than one
- Deliverables
 - Demo of your prototype during class (5 mins)
 - Short report on the Q&A from class (due 12/6)

P4 Description

Pitch: Prepare a "trade show" presentation

- To be given to anyone who wants to come on 6/12 at 4-6PM.
- Invite your friends! Food!!!!

Spec: Write your evaluation plan & project summary

- Now that you've come up with your design solution, how would you evaluate it? Try this out with a few people, fix your evaluation plan as necessary
- Describe how you might change your design and your evaluation plan based on your experiences at the trade show and in your pilot evaluations

P3: Demos Next Week

- Include:
 - Your design question
 - Brief description of your target users and tasks
 - Show demo of prototype
- There are 11 groups and 3 class blocks
 - Aim for 5-6 minutes per group
 - There will be transition and question time

P4: Final Presentations (at the Design Expo)

- Include:
 - Your design question
 - Describe user research
 - Show ideas from ideation
 - Show demo of prototype
 - Describe what you learned from evaluation

Presentations

Basic Principles

- Use pictures more than words!
 - Show images of visual elements of your design, don't just describe them
 - Explain processes with diagrams. A good diagram will visually convey the process using as few words as possible
- You can test the effectiveness of your diagrams by showing them to someone who is not familiar with your project

Future Trends



Six Questions

...presented to 5 members of the HCI community

- What are HCI's 3 grand challenges?
- What are the three most important relevant results from the last 10 years?
- What are the exciting emerging domains?
- Most innovative changes in next 5 years?
- What do educators need to change?
- What is the future?

Important Results

Carroll: Interactive information visualization, collaboration via the web, powerful information retrieval tools

Ogawa: Universal designs, portable devices, dispatching individual information (e.g., blogs and homepages)

Rau: Website usability, UIs for handheld devices, cellphones & mp3 players

Salvendy: Concepts, metaphors, and tools; visualization, adaptive interfaces

Stephanidis: User-centered approach to design, computer accessibility, user interface personalization

Exciting Emerging Domains

Carroll: Security and privacy, universal accessibility, applications (e.g., healthcare), affect

Ogawa: Portable devices for elderly, search functions

Rau: Emotional design, computer games, smart environments, cross-cultural designs, fun

Salvendy: Nanotechnology, different cultures, system science

Stephanidis: Services, multimodal interaction, cooperation, access to information, robots

Innovative Changes of next 5 years

Carroll: Cell phones, agents

Ogawa: Agents/robots

Rau: Wearable & ubiquitous computing

Salvendy: Disappearing computer, miniaturized computing systems, intelligent interfaces

Stephanidis: Mobile interaction, home environment, biometrics

Apple's Knowledge Navigator

<http://youtu.be/9bjve67p33E>

Apple Computer's 1987 vision of the future
(approximately 2011).

More old school Apple promos:

<http://www.bytecellar.com/2011/04/13/a-trove-of-apple-promo-videos-from-the-80s-and-90s/>

Visions of the Future

Where will human-computer interaction be in the next X years?

Industry often divides research into:

- 1-2 years: Supporting existing products, understanding user practices
- 4-5 years: Making existing products better, develop and test the viability of upcoming products
- 10 years: Enable new modes of interaction, new markets
- 20 years: Exploring the possibilities of theoretical innovations
- 50 years: “Futurism”, imagining an entirely new world

Microsoft Labs' Visions of the Future

<http://www.youtube.com/watch?v=8Ff7SzP4gfg>

Domain Focused Videos:

Productivity: <http://www.youtube.com/watch?v=a6cNdhOKwi0>

Manufacturing: <http://www.youtube.com/watch?v=MI5Bi9SvdPw>

Health Care: <http://www.youtube.com/watch?v=g9KE9c6nkJc>

Retail: http://www.youtube.com/watch?v=E_fIAE78tt0

Banking: <http://www.youtube.com/watch?v=JdJArfPthwY>

Home: <http://www.youtube.com/watch?v=1VuQeR-N8nE>