THIS WEEK: Intro to Design
- Readings: Brainstorming Guide, MobileHCI Best Paper
- More Resources: chapter on visioning from Contextual Design, 2nd ed. book

NEXT WEEK:
Visioning, Personas Mon
- Readings: Design Guide
- More Resources: additional example of consolidated models, vision, persona

Work re-design Wed
- Canvas Quizzes: MobileHCI paper
- More Resources: Alternate (task analysis) method to create scenarios
- Pre-work: pre-work for next week, download book from Canvas Files

Due Sat: Project Part 2, CHECKPOINT 1: Vision, Personas, Scenarios
Intro to Design
CS 464, Spring 2018

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Key Concepts of Design

Learning objectives:
1. Understand what design is all about
2. Know what affordances and signifiers and conceptual models are
3. Know what the gulfs of execution and evaluation are and proposed questions to help bridge them
4. Be able to identify gulfs in your own experience
Donald Norman – Udacity class videos

1. https://www.youtube.com/watch?v=pAOyWFOFhsg – Intro
2. https://www.youtube.com/watch?v=tZkP9evOAIt – Throw the box
3. https://www.youtube.com/watch?v=CCaM7yTFymo&index=33&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI – Conceptual Model Tour
4. https://www.youtube.com/watch?v=-UvlRFP3_uI&index=37&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI – C Model
5. https://www.youtube.com/watch?v=hXTHL9nwCm4&index=52&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI – Crossing the Gulfs
6. https://www.youtube.com/watch?v=313T70aeixc&index=53&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI – Definition: The Gulfs
7. https://www.youtube.com/watch?v=WmCwlvSP5i4&index=55&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI – Seven Questions
8. https://www.youtube.com/watch?v=GkJG3RAnCKQ&list=PLAwxTw4SYaPlr4Uq3RoYuwlDADp0WQdGI&index=58 – Design Principles
In-class Activity (10 min)
Work in your project team. On the paper we give you, write:

• your team name & who’s here today
• responses to #1-3

Turn this paper in at the end of class.
1. Identify 2-3 instances in your user data where a gulf occurred.
2. Determine what kind of gulf it was.
3. Brainstorm some good ways to fix it.
4. We’ll share your results after these 10 min
For Monday:

We’ll do some visioning in class – you need to come prepared:

Read the Brainstorming Guide and bring appropriate equipment to class.
Micro-Survey

Today’s learning objectives were:
1. Understand what design is all about
2. Know what affordances and signifiers and conceptual models are
3. Know what the gulfs of execution and evaluation are and proposed questions to help bridge them
4. Be able to identify gulfs in your own experience
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