CS 160: User Interface Design

In Class Group Brainstorm 01/31/11
Due Last Friday

Individual Programming Assignment 1
Design Exercise 1

Grades on bSpace soon…
Individual Programming Assignment

Regrades: Write down where you think you deserve more points and submit physical copy to us. We will regrade entire assignment. Your grade can decrease during regrading.

Mean: 17
Mode: 19
StDev: 6.9
Example Tip Calculator

Darrel Sumi
Custom input pad
“Round up”
Good information hierarchy
Individual Design Exercise

Count

Up To 2 To 4 To 6 To 8 To 10 To 12 To 14 To 16 To 18 To 20 To 22 To More
2 4 6 8 10 12 14 16 18 20 22 24
Ben Chu
Transportation App for Tardy Students
For your group project:

You **must not** design for students.
You must define a clear target user

**Not allowed (too easy):**
- Scheduling/Calendar
- Location finder/map
- Study question, flashcard helper
- Calculators/Score Keepers
- Timers/Clocks
Groups

20 groups

4-5 students per group

You cannot change groups
Groups

Peer assessment: your group members will evaluate your effort.

Your grade can be (significantly) higher or lower than the group average.

Take your commitment to your group seriously.
Due Monday Feb 7

**Group Brainstorm**

Today aim for quantity (at least 50)

**Later outside of class**

Select initial course project idea

Specific target users

*(not students)*

Be creative! If you already can find your ideas it in the app store, think harder/more specific.
Due Wed, Feb 9

Individual Programming Assignment 2
Drawing Application
(Turn in code + video)
Next Time

Task Analysis and Contextual Inquiry

Don’t forget!
Read, then write a comment on Piazza
Group Brainstorm, Due Feb 7
Programming Assignment 2, Due Feb 9
IDEO’s Brainstorming Rules

1. Sharpen the Focus
2. Playful Rules
3. Number your Ideas
4. Build and Jump
5. The Space Remembers
6. Stretch Your Mental Muscles
7. Get Physical

Aim for quantity
Hope for quality