



# UCD in the World



Laboratory for Ubiquitous Computing and Interaction  
Donald Bren School of Information and Computer Sciences | University of California, Irvine

# Agenda

- Announcements
- Lecture: Some trends in UCD and HCI
- Discussion
- Activity
- Return of P2
- Next class



# Announcements

- Final reading reflection due today
- P3 (demo) due Tuesday; P3(report) due Thursday
- Final sketching assignment due next Thursday in class
  
- Questions?



# SF: Sketching Final

- Put together all of your sketches
  - Staple
  - Envelope
- Make sure that your classmates signatures on them are there
- Make sure you have comments on them that summarize what you discussed
  - Make it readable!



## P2: Some feedback

- Much better than P1
- Still some challenges with writing (even on a mostly non-writing assignment)
- Common mistakes:
  - Not explaining how you narrowed down to three
  - Showing a limited number of ideas
  - Not explaining the different features and their mapping to the requirements



# Demos next week

- Include:
  - Your design question
  - Brief description of your target users and tasks
  - Show demo of prototype
- There are 8 groups and 80 minutes
  - Aim for 5 minutes per group
  - There will be transition and question time



# 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 (Sears & Jacko)

- Six questions 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?



# Grand Challenges

- Carroll
  - Organizational issues, Ubicomp, End user programming, Collaboration
- Ogawa
  - Integration of telecom & broadcast, HCI for mobile appliances, communication tools (“cyberspace”)
- Rau
  - Make HCI profitable, new methodologies, impact user experience (e.g., “killer apps”)
- Salvendy
  - Science base for HCI, comprehensive education program, push the needed technology
- Stephanidis
  - Universal access, HCI theories and methodologies, digitization of HCI practices



# 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



# DISCUSS: Visions of the Future

- Where will human-computer interaction be in
  - 10 years?
  - 25 years?
  - 50 years?



# Apple's Knowledge Navigator

- <http://www.youtube.com/watch?v=hb4AzF6wEoc>



# Microsoft Labs' Visions of the Future

- Productivity:
  - <http://www.youtube.com/watch?v=8Ff7SzP4gfg>
- 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](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>





# Class Activity: Envisioning the future

- In small groups, come up with YOUR answers to three of the questions posed by Sears & Jacko
  - What are the grand challenges you see for HCI and Design?
  - What are exciting emerging domains?
  - What are the innovative changes of next 5 years?
- Spend 10 minutes, then we'll share



# DISCUSS: HCI “in the wild”

- What are the benefits/opportunities of deployments, field studies, and action research?
- What are the challenges?



# Next Classes

- Tuesday
  - Final project demos
- Thursday
  - Class summary and demos
  - P3 final report
- Monday the 10<sup>th</sup>
  - Design Expo DBH 5011 @ noon
  - Friday 12/14 @ 5pm final report due to EEE





# GROUP PROJECT TIME



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