Announcements
P2: Shadowboxing
Brainstorming
P1: Show and Tell
Announcements

P2: Shadowboxing

Brainstorming

P1: Show and Tell
First CS247L tonight

Every **Thursday 6pm-7:50pm**
in **d.school Studio 1**
1 unit

Tonight: Bill Verplank, intro to sketching

Bill is...

Co-creator of CS247
CCRMA lecturer
Collaborator on the Xerox Star
CS547 HCI Seminar

Every **Friday 12:50-2pm** in **Gates B01**, 1 unit

A range of speakers touching on user interface design, social media, collaboration, psychology, design methods and ethnography.

A useful supplement to CS247!

http://cs547.stanford.edu
Course Q & A

CS247 Q&A Forum on piazza.com:
piazza.com/stanford/winter2013/cs247

For questions likely to be of interest to other students (e.g., clarification or guidance on projects), please post to the online forum.

More sensitive questions should be sent to the course staff at cs247@cs.stanford.edu.
Enrollment Update

First round of enrollment updates for the waitlist coming once we have collected P1

Subsequent updates will be announced on a rolling basis
Announcements

P2: Shadowboxing
Brainstorming
P1: Show and Tell
P1: observation
P2: ideation and prototyping
The future of interaction?

Many input modalities: touch, voice, gesture

Yet, still fingers on glass: 2D interaction surface, limited input bandwidth
The future of interaction?

Entire interaction surface is the size of your pocket.
The most profound technologies are those that disappear. They weave themselves into the fabric of everyday life until they are indistinguishable from it.

— Mark Weiser
Calm Technology

Weiser, The Computer for the 21st Century

Computing should not just become ubiquitous: it should vanish into the background.

Interactive phones, tablets, laptops: ubiquitous but foregrounded

Pencils, hammers, analog phones: calm technologies
Shadows as Interaction

Urp, MIT Media Lab
**P2: Shadowboxing**

**Goal:** design an application for public engagement that uses only human shadows as input

**Teams:** four people

**Technology:** background subtraction in HTML and Javascript, or DIY (e.g., Kinect)

Choose a public engagement space, brainstorm ideas, and implement a functional prototype
P2: Shadowboxing

Before next Tuesday’s class: form a team of four students, submit it via the Google Form linked on the P2 assignment

Due 1/22: complete prototype, design sketches including alternative ideas, video demo

In class, Tuesday 1/22: project showcase

http://hci.stanford.edu/courses/cs247/2013/p2.html
Forming Groups
Announcements
P2: Shadowboxing
Brainstorming
P1: Show and Tell
Creativity is difficult.
Creativity is difficult.
But, it can be developed.
Brainstorming Rules

Defer judgment. Separate idea generation from idea selection. For now, suspend critique.

Encourage wild ideas. Breakthrough ideas are next to the absurd ones.

Build on others’ ideas. Listen and add to the flow.

Go for volume. To have a good idea, have lots of ideas.

One conversation at a time. Keep momentum; save side conversations for later.

Headline. Capture the essence and move on. Don’t stall the group with a long-winded idea.
Brainstorming Success

**Fluency**: you leave with a lot of good ideas. A good brainstorm can result in ~100 ideas/hour.

**Flexibility**: you have a wide variety of concept directions hidden in the mess of ideas.

**Springboards**: you leave with a handful of great springboards that you can start to prototype.
The room looks like this!
**P1: Show and Tell**

**Time to share your P1 insights!**
Break up into five equal-sized groups.

Step 1: tell a partner about your poster.

Step 2: Round-robin sharing of your poster.
Each person has **3 min**, including:
You: Walk through your results in **1min**
Partner: Prompt with a starter question
Everyone: Engage, discuss, critique, **2min**
P1: Show and Tell

Do not leave class without giving your poster to the staff!
A Note on Critique

Critique expands the creator’s understanding of their own ideas.

Critique does not shut someone down.