PUI Prototype Lab

Fall 2013

Lab Instructor:	Iris Howley (ihowley@cs.cmu.edu)
Course Instructor:	Anind Dey (anind@cs.cmu.edu)
Lab Time:	Monday 9:00 – 10:20am (DH 1117)
Office Hours:	Tuesday 2-3pm, Newell-Simon Hall 1505
	(other days/times by appointment in NSH 4617)
Prerequisites:	Intro programming course
Course Website:	http://www.andrew.cmu.edu/~ihowley/pui/index.htm

1 Description

In this lab, you will learn the fundamental concepts, skills, and tools to rapidly prototype interactive applications.

The lab time will largely consist of hands-on working on the assignments. You are required to bring your laptop to each session. Those with prior development experience using the tools (Flash Builder, Balsamiq, inVision) are invited to share their expertise with the rest of the lab.

1.1 Course Objectives

At the end of the course you will be able to:
- use programming tools to express your thoughts computationally (use programs as a medium for expression of design)
- be credible when you talk to people who do the production implementations.
- evaluate intuitively what's hard and what's easy to actually make.
- experience the interactive design process (implement prototypes, test them with users, and then modify them based on your findings).

2 Policies

2.1 Attendance

Attending labs will help you complete the assignments more easily and earn a better grade. They also provide time to learn collaboratively and work together on the group assignments. Some students will be able to complete the assignments more easily. If you are able to work well without the instructor's help, you may do so. However, attendance on presentation days is mandatory. These will help others to learn from you and help you develop an intuition of what is easy and difficult. Each presentation day you miss (without explicit written permission) will result in one half of a letter grade penalty on your assignment grade.

2.2 Late Policy

Homework is due by midnight the day before the due date shown in Section 4.
Each day late will result in a full letter grade deduction from your assignment.

2.3 Incompletes

It is the policy of this class not to give incompletes. Most of the assignments end with an in-class presentation of your work, so you will need to have each one finished on time. Note that the course load is designed to be fairly uniform over the term.

3   Final grade

Assignment 1	13%
Assignment 2	18%
Assignment 3	23%
Assignment 4	23%
Assignment 5	23%
Total	**100%**

4   Course plan

Date	In class	Assigned	Due (night before class)
8/26	Course introduction	HW1	
9/2	NO CLASS (Labor Day)		
9/9*	Flex tutorial I	HW2	HW1
9/16	Flex tutorial II		
9/23*	Flex tutorial III		
9/30	Why prototype?		HW2
10/7*	Visual Perception and Interface Design		
10/14	Pair Programming		
10/21	Balsamiq & InVision tutorial	HW3	
10/28	Physical Prototyping		
11/4*	Usability Evaluation	HW4	HW3
11/11	Usability testing of HW4		
11/18*	Rapid mixed prototyping	HW5	HW4
11/25	Discuss HW5		
12/2*	Presentation of HW5		HW5

* Presentation day, attendance required