CS 147, Fall 2016
Assignments

Ordered by release date

- Assignment 1: Needfinding
- Assignment 2: POVs and Experience Prototypes
- Assignment 3: Website
- Assignment 4: Concept Video
- Assignment 5: Low-Fi Prototype and Test
- Assignment 6: Medium-Fi Prototype
- Assignment 7: Heuristic Evaluation (individual)
- Assignment 9: Heuristic Evaluation (group)
- Assignment 8: Mid-Way High-Fi Presentation
- Assignment 8: High-Fi Writeup and Presentation
- Assignment 10: Poster and Pitch Slide

Full Assignments (2015):

- Here's the Calendar of assignments from 2015 iteration of CS147

Assignment 1: Needfinding

- Plan, develop, execute first needfinding
- Interview 3-5 target customers (no more than 1 Stanford student)
- Present results and analysis via empathy map in studio

Assignment 2: POVs. HMWs and Experience Prototypes

- Conduct further needfinding interviews with 2-5 additional participants
- Craft POVs and associated How Might We statements
- Create and test three experience prototypes with 3 new participants
- Present what you did and what you learned in studio

Assignment 3: Website

- Create and maintain a website documenting your project
- Graded near the end of the quarter for quality and completeness

Assignment 4: Concept Video

- Create a concept video of your solution; in doing this, you will deepen your solution and better present your design ideas via the **context** of your problem domain
- Brainstorm tasks, create video planning storyboards, and shoot a video
- Present video in studio

Assignment 5: Low-Fi Prototype and Test

- Use Low-Fi Prototyping in the early stages of UI design
- Brainstorm on 15-20 concept sketches and UI sketches, storyboard top two designs
- Select a single design to further explore through UI storyboards, and create a low-fidelity prototype
- Test the low-fidelity prototype with 3 new participants
- Written report about what you did and learned
- Present what you did and what you learned in studio

Assignment 6: Medium-Fi Prototype

- Use prototyping tools (i.e., Sketch/Marvel, proto.io or InVision) to create a medium fidelity prototype of your solution (higher than low-fi and lower than hi-fi)
- Make appropriate changes based on low-fi testing results and analysis
- Present what you did and what you learned in studio

Assignment 7: Heuristic Evaluation (individual)

- Conduct a heuristic evaluation, a usability inspection method for computer software that helps identify usability problems in the user interface, on another team's medium-fi prototype.
- Written report

Assignment 9: Heuristic Evaluation (group)

- Merge the results of your heuristic evaluation with other evaluators reports (in studio)
- Merged written report

Assignment 8: Mid-Way High-Fi Presentation

- Give a check-in presentation on progress made to your high-fidelity prototype (running on target platform)

Assignment 8: High-Fi Writeup and Presentation

- Final write up of your final deliverable for the quarter-long project:
    - Final value proposition, problem/solution overview, documentation of development from low-fi and medium-fi prototypes and the changes made iteratively in each phase to reach the high-fidelity prototype
- Final presentation of high-fidelity product in studio

Assignment 10: Poster and Pitch Slide

- Pitch slide expressing value prop of product and entices audience members to visit your poster to learn more
- Poster to be presented at CS 147 Project Fair
- Practiced in studio