

Class 26 agenda

- Zipcrit x 2
- PM7 crit
- Course evals
- Project work time

PM7 Crit

Course Recap

We've made it!

1

PM1 (zine), PM2 (cardboard), PM3 (laser cutting), PM4 (3D printing)

Make a thing with many tools to establish proficiency at using tools

- Maker movement
- Design activism
- Analog fabrication
- Digital fabrication
- Creative coding

2

Tools

Make a tool (Wizard of oz prototype)

- Brainstorming
- Needfinding
- Low fidelity prototyping
- Software systems design
- Evaluation

3

PM5 (a webpage of one's own), PM6 (materials), PM7 (seeing)

Be critical of computational tools (Project, implemented)

- Design noir
- Feminist design
- Materiality
- Art & craft
- Power & politics
- GenAI, critical perspectives of design thinking

What you (hopefully) learned

- Practical for UI/UX: human-centered design process
 - Needfinding, prototyping, evaluating, iterating; visual design, interaction design, Figma, sketchnotes
- Practical for front-end SWE: large(ish) scale software development
- Practical for academia: reading HCI research papers, writing your own mini paper, orally presenting them; critical perspectives on making and tools (and developing your own position!)
- Practical for “making”: p5.js, physical materials (foamcore/cardboard), digital fabrication/laser cutting, creating art to comment on culture or just for fun

Through-line themes

- Abstractions
 - Representing knowledge to computers/abstract theories versus being situated in the real world (e.g. materials, factories)
 - How society privileges abstraction and generalizability
 - How both need to work in tandem to make meaning in the world!
- Tools
 - Discussions of agency vs over-reliance, use and misuse, how tools enforce norms
 - How LLMs are changing our relationships to computation
 - How tools can help us be in community and care about *people*

Project work time

Class 26 recap

- Mon - Final in-class evaluation. Collect metrics for your paper!
- Weds - Final presentations!