

# CS181DT Class 24: (mostly) project work



# Class 24 agenda

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

**PM17**

# 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 (design noir), PM6 (materials), PM7 (seeing)

Be critical of computational tools (Project, implemented)

- Design noir
- Feminist design
- Materiality
- Art
- Power & politics

# 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 in JS
- Practical for academia: reading research papers in CSTs/digital fabrication/maker movement, 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

**Project work time**

# Final Grading & Submission

## Rubric

- 10% completed all the milestones on time
- 50% tool itself
- 40% communicating the tool
  - 25% written 4 page paper
  - 5% tool expo presentation
  - 5% PDF documentation
  - 5% video

## Final deliverables

### The tool itself (50%)

Grading criteria include:

- Tool has polished interaction and visual design (e.g., your classmate wouldn't point out a glaring error when using it)
- Tool accomplishes a range of tasks and handles diverse user inputs (wide walls)
- Tool attempts to meet group's stated design goals
- Tool followed human-centered design cycle (e.g., group implemented feedback on various prototypes and iterated)
- Tool is accessible for the instructor to run on their computer and use (e.g., via visiting a web URL or having clear instructions on how to run the tool on localhost)

Make sure to include a link to the tool's website or Github repo. If you choose to have a repo, and the repo is not public and you would like to keep it private, add my account (radiolarian) as a collaborator. But really the best solution, in terms of software development standards, is to remove

Read the updated website!!!

Last day of class:

- 8 min presentations, 3 min Q&A

By Mon of finals week:

- 4-8k word short paper
- ~3 min video demo of your tool



# Class 24 recap

- Mon - final in-class eval
- Weds - final presentations!