Today

- Admin
- Teams
- Assignments, grading, submissions
- Low-Fidelity Prototyping
- 1st Project Assignment
- Computer Vision, Kinect, and Depth Cameras Presentation
Who is NOT in a team yet?
Assignments:
Google Classroom
Go to

classroom.google.com
Make sure that you are using the right Google account (@ucsd.edu)
If everything went well, you should see your classes (118 or 218)
If you still do not see CSE 218 or CSE 118 there, you can join the class using a code
If you still do not see CSE 218 or CSE 118 there, you can join the class using a code.
Code for CSE 218

https://classroom.google.com/u/0/c/MjlzNTQ4NDcxNDla
If you are an extension student, send us your ax...@acs@mail.ucsd.edu email to

gasques@ucsd.edu
Low-Fidelity and Paper Prototyping
A low-fidelity prototype is a prototype that is sketchy and incomplete, that has some characteristics of the target product but is otherwise simple, usually in order to quickly produce the prototype and test broad concepts.

http://www.usabilityfirst.com/glossary/low-fidelity-prototype
From Requirements to Specification

- Storyboarding
- Paper prototypes
- Low-Fidelity Prototypes
- Digital mock-ups
It is not a design pre-view.
It will be generic or even ugly, but that is OK.
Rough Sketch
Rapid Prototyping at Google X

Prototyping Rule #1:
Find the quickest path to experience.
Low-Fidelity: Paper Prototype
Lo-Fi Prototyping for AR
Lo-Fi Prototyping for Mobile
More Prototyping

HUMAN-CENTERED DESIGN

Storyboards, Paper Prototypes, and Mockups

Scott Klemmer
UC San Diego The Design Lab

https://www.youtube.com/watch?v=12OpiFIF26Y
Project Assignment

• As a team: submit 3x Low Fidelity Prototypes by Sunday 10/14/2018, 11.59pm

• 3 short videos (max 1 min)

• 3 short descriptions (max 1/2 page)

• Work as a team

• On Google Classroom
Kinect v2 Demo
Janet Johnson
Student Presentations
Next Steps

• Read/Annotate all assigned papers

• Morrison et. al and Rettig

• Thursday’s Discussion


• V. Bush, "As We May Think", Atlantic Monthly, July 1945


• Week 1 and Week 2 Lectures
Thursday Discussion

- CSE 118+218: Thursdays 12.30pm-1.50pm
- Rooms/Groups:
  - Group A: EBU3B (CSE Building) 2154
  - Group B: EBU3B (CSE Building) 2109
  - Group C: EBU3B (CSE Building) 2217
  - Group D: EBU3B (CSE Building) 3217
  - Group E: EBU3B (CSE Building) 4217
- Groups members released tomorrow: Web page and Piazza
Thursday Lab

- Thursday 11-12.20, CSE 2154
- Kinect Lab
- Optional for CSE 218
- Video and code examples will be posted online
Next Week

- Augmented, Virtual and Mixed Reality
- Prototyping with PrototipAR
Thanks