

KAIST Spring 2025

# CS374: Intro to HCI

[hci.cstlab.org](http://hci.cstlab.org)

## **Class 02: Design Thinking: 60-min Workshop**

2023.02.27

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# ADMINISTRATIVE NOTES

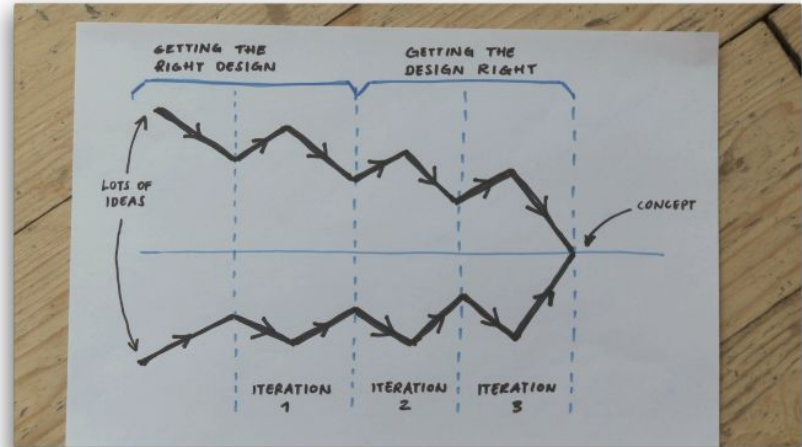
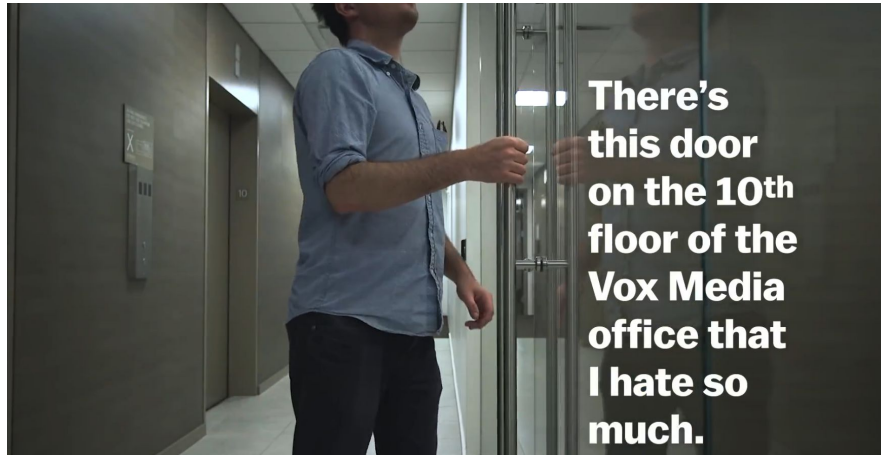
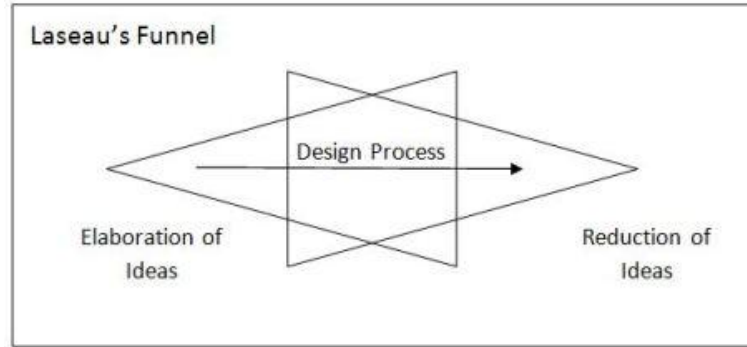
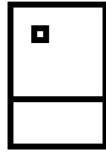
- By MONDAY
  - Course sign-up! This is a mandatory form IN ADDITION TO portal registration to be officially enrolled in the course.
- 3/5 (Tue)
  - Pre-class reading: Needfinding

# PRE-CLASS READING

- Each reading link will be posted on the course website.
- Annotate & Discuss: Share examples, disagree with the notes, ask questions, find typos, etc.
- Use your real name.
  - We track your participation.

# PREVIOUSLY ON CS374

useful  
usable

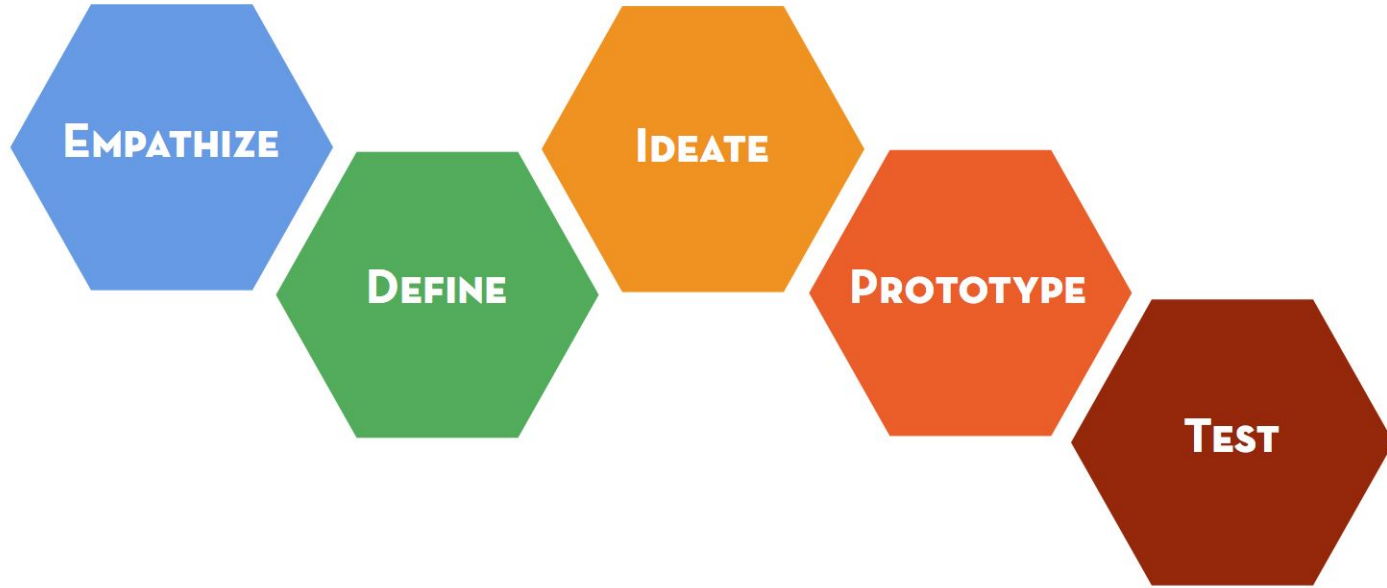


# LEARNING OBJECTIVE

*“You’ll master the skills to design useful and usable interfaces that are carefully catered to users’ needs.”*

# 60-MIN DESIGN THINKING WORKSHOP

- Entire semester into an hour!
- Rapid run-through of the entire design process
- Will feel rushed & interrupted, but it's okay
- Trust the process
  
- Credit: Stanford d.school



# THE TASK

Redesign your partner's  
gift-giving experience



# STEPS

1. **A** interviews **B**, **B** interviews **A**
2. **A** re-interviews **B**, **B** re-interviews **A**
3. (**Each**) Synthesize your findings
4. (**Each**) Write a problem statement
5. (**Each**) Sketch 5 solutions
6. **B** gives **A** feedback, **A** gives **B** feedback
7. (**Each**) Revise your sketch, build a "Prototype"
8. **B** gives **A** feedback, **A** gives **B** feedback

# OUTCOME

- Filled out worksheet, including insights and a “prototype”

NOTE: It's okay to do in-class activities like this one in English OR Korean.

# EMPATHIZE

1.

A interviews B

# EMPATHIZE

1.

B interviews A

# EMPATHIZE

2.

A interviews B  
again

# EMPATHIZE

2.

B interviews A  
again

# EMPATHIZE

3.

Synthesize  
needs & insights

# DEFINE

4.

Write your Problem  
Statement



# IDEATE

5.

Sketch 5 solutions

# TEST

6.

B gives A feedback on  
sketches

# TEST

6.

A gives B feedback on  
sketches

# ITERATE & PROTOTYPE

7.& 8.

Revise your sketch  
& Build your solution

# TEST

9.

B gives A feedback on  
prototype

# TEST

9.

A gives B feedback on  
prototype

# WRAP-UP

- If you couldn't complete every step, please finish at least the following:
  - Your prototype sketch
  - Your problem statement
  - One line solution description
- Discussion on Campuswire is welcome!