

HCI Capstone Spring 2014
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The HCI capstone is a time to integrate what you've learned so far and what comes after you graduate. You are going to take on what people call a *wicked problem*. A wicked problem is one that involves defining the problem and the solution together, because if you change the formulation of the problem, you will think about a different range of solutions. Lots of the interesting problems in the world are wicked!

The HCI Capstone this spring will focus on the wicked problem of designing a technology to interest non-engineering students---undergraduates, graduates or K-12 students---to think computationally in some particular way. We will start with *problem finding*, we will develop *personas* and *story-boards* as methods of elaborating our designs, we will refine our materials and plans iteratively based on user feedback, we will implement an initial system to be used by users and reflect on the user experience. As in all capstone courses in CS, the projects will be team-based and involve written reflection.

One possibility is to develop an activity for the ~100 7th Grade girls that visit VT every spring for Women in Computer Day.

Students need to have taken CS3724 and CS3744 (Introduction to HCI and GUI Programming). However, student with a range of skills and competencies are encouraged to participate.