Course C22
Rapid Prototyping and Evaluation with Web Mashups
2 units

Instructors:
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Benefits:
This course is intended to appeal to a number of different kinds of CHI attendees: people who are intrigued by the mash-up concept and want to learn more, people interested in rapid lightweight development methods, people looking for ways to explore a possibility space, people interested in Web2.0 issues, people interested in ways to encourage development creativity and people who want a quick way of trying out a research concept.

Features:
• Mash-up Programming
• Rapid prototyping and evaluation
• Low-cost usability testing
• Interaction Design
• Interface Design

Intended Audience:
Participants should have previous programming experience and be comfortable with reading and writing code. Participants should also be familiar with HTML and CSS and be able to quickly and easily generate simple web pages. It is recommended, although not strictly required, that participants have some background in web programming. A strong background in general programming languages and practices can compensate for a lack of web-specific programming experience.

Presentation Style:
This course is organized around a design challenge. Participants will work in teams to design and evaluate mashup-based prototypes in small teams. The course will consist of two design-evaluation iterations, allowing participants to experience the prototyping process as both developers and users. There will be a short introduction to mash-ups and programming concepts at the beginning of the course and time for discussion at the end.

NOTE: participants are encouraged to bring laptops if possible as teams will be formed to construct mashup-based prototypes during the course.

Instructors’ Backgrounds:
M. Cameron Jones is a doctoral student in the Graduate School of Library and Information Science at the University of Illinois at Urbana-Champaign. Jones has recently taught an undergraduate level class on Web Design and is currently teaching a
course on Programming Web Mash-ups. Jones has been researching numerous aspects of mash-up prototyping and design approaches to systems development and evaluation.

Dr. Michael B. Twidale is an Associate Professor in the Graduate School of Library and Information Science at the University of Illinois at Urbana-Champaign. Twidale has been researching techniques that can be incorporated into iterative prototyping cycles, focusing on developing research proofs of concept and ways to systematically explore design spaces and opportunities afforded by novel hardware, software and networking technologies.

Richard J. Urban is a doctoral student in the Graduate School of Library and Information Science at the University of Illinois at Urbana-Champaign. Urban served as a trainer for the Collaborative Digitization Program and Adjunct Faculty at the University of Denver. These training sessions have allowed Urban to study cultural heritage organizations and issues of information interoperability with respect to sharing their collections.

For more information see http://mashworks.net/
