Designing From Both Sides of the Screen: How User-Centered Design Can Improve Designer-Engineer Collaboration

Leading the Process: Interaction Design and Project Management

Tuesday, May 14, 2002
7:00 to 9:30 pm

Tea, Coffee, Socializing, Joining BayCHI, ...

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Designing From Both Sides of the Screen: How User-Centered Design Can Improve Designer-Engineer Collaboration. Ellen Isaacs
Leading the Process: Interaction Design and Project Management. Scott Berkun, Microsoft

Ellen Isaacs is an interaction designer who has spent over twelve years building tools to help users collaborate over distance. She has been designing products at Sun Microsystems, a startup called Electric Communities, Excite, and, most recently, AT&T Labs. She recently co-authored a book with software engineer Alan Walendowski entitled, “Designing From Both Sides of the Screen: How Designers and Engineers Can Collaborate to Build Cooperative Technology.”

Leading the Process: Interaction Design and Project Management

How do you integrate a design effort into a web or software engineering team? This informal talk will discuss some of the challenges of integrating interaction design into a development team. The role of project management will be offered as a means for driving success through the common tensions and problems of interdisciplinary teams, with specific thoughts, described through real examples, on planning, making decisions, and leading a team of people who do not report to you.

Scott Berkun is the design and usability training manager for Microsoft Corporation. He has been at Microsoft for eight years, including working on IE 1.0-5.0 in various roles from usability engineer to program manager. He writes about design at www.uiweb.com and msdn.microsoft.com/ui.

Have an idea for a program topic or speaker? Contact BayCHI Program Chair Richard Anderson at rianderson@baychi.org or (415) 383-5689.