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CS361: Assignment 4: UI Design with the CSH (for Milestone #1)

# Overview

Part 2 of your plan for Milestone #1: Design your UI. This is NOT required to be graphical (e.g., could be text-based).

# Instructions

Complete each item below by replacing the highlighted text (**Usability note**: double-click the text to select it).

Create a **paper prototype** of Milestone #1’s UI design. **Low-fidelity** is acceptable and appropriate. Make your UI design **reflect all the CSH**.

Requirements for paper prototype:

* Show **every** screen / **user-facing view**
* Indicate **what** users can interact **with** (Ex: make buttons look buttony)
* Indicate **how** users interact if it’s not obvious (Ex: arrows to show an element can be rotated)
* Indicate **what happens** when users interact (Ex: a modal appears)
* Must have **no obvious violations of the CSH**. Graders will look at your work but won’t spend all day scrutinizing it!

Doesn’t have to be a *graphical* user interface. Can be text-based / speech-controlled / a robot / etc. (but don’t design a robot if you can’t implement a robot during the remainder of this term!)

You can change your design later if you want to.

1. Paste **scans / photos / screenshots** of your paper prototype below.

|  |
| --- |
|  |

1. How does your design **reflect each CSH**? (1+ sentence per CSH)

|  |  |
| --- | --- |
| **CSH** | **How your design reflects it** |
| **1: Explain the *benefits* of using new and existing features** | *The scorekeeping aspect of the app allows the user to track their progress and compare themselves to other Cleveland Cavaliers fans.* |
| **2: Explain the *costs* of using new and existing features** | *When clicking an answer to a question and clicking the next arrow, a little modal pops up asking “Is this your final answer?”* |
| **3: Let people gather as much information as they want, and no more than they want** | *Users have the option of creating their own username or using a guest/random username that’s automatically generated for them.* |
| **4: Keep familiar features available** | *When answering the questions, there are two arrows present. A go back arrow and a move forward arrow. These will be identical to a google chrome browsers back and forward buttons at the top left of the browser.* |
| **5: Make undo/redo and backtracking available** | *This is similar to other answers, but with the go back and move forward buttons present while answering questions users have the option of redoing questions that they second guess themselves on.* |
| **6: Provide an explicit path through the task** | *Users will see the same format through all quizzes. They choose the difficulty of the quiz and then they go one by one through the questions. Very standard process and users will be familiar with it right away. They will understand the path of it immediately.* |
| **7: Provide ways to try out different approaches** | *Users have the option of trying different difficulty quizzes. They also have the options of using a username and this way they will have access to a leaderboard.* |
| **8: Encourage tinkerers to tinker mindfully** | *The option to submit the score to the leaderboard supports mindful tinkering.* |

Now that you have a plan, begin implementation!

# Submission

PDF or Word format via Canvas.

You must follow instructions at Modules > 'HOW TO: Attach a Document to "Text Entry" Field'.

# Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment. You will be able to revise this assignment if you miss points.

# Questions?

Please ask via Ed so that others can benefit from the answer.