



<b>Course Title:</b>	Human Computer Interaction	<b>Semester:</b>	Spring-2018
<b>Course Code:</b>	SE-356	<b>Max Marks:</b>	30
<b>Instructor:</b>	Engr. Afzal Ahmed		
<b>INSTRUCTIONS:</b>			
i. There shall be no submission after deadline.			
ii. Report shall follow the IEEE standards.			
<b>Title</b>	<b>Designing Interfaces</b>		
<b>Project Detail</b>	<b>Designs</b>		
	<p><b>Scenario.</b> Write a scenario that involves all three of the tasks you identified in GR1. Where your task descriptions in task analysis were abstract, your scenario should be concrete, complete with imaginary users' names and imaginary details.</p> <p><b>Storyboard designs.</b> Generate three different preliminary designs for your user interface. Explain each design and include a storyboard showing how it works for your scenario. The storyboard should combine words with sketches showing how the interface would look over the course of the scenario. After the storyboard, you should have an analysis that considers the design's good and bad points for learnability, visibility, efficiency, and error prevention. Your designs will be judged on how well you've described them, how well you analyze them, and how diverse they are. Three designs that differ only in small ways will not receive much credit. Take time to brainstorm a variety of different interface designs, sketching them by hand on paper or a whiteboard. You should play with many more than three designs, but we only require you to record three. When you draw your sketches, don't get bogged down in details like wording, graphical appearance, or layout. Keep things simple. Focus on the conceptual model you're trying to communicate to the user, and think about your task analysis: what the user needs to do and how they can do it. Putting too much time into designing low-level details is pointless if big things have to change on the next design iteration.</p> <p><b>Hand-drawn sketches are preferred.</b> There are a number of ways to get hand-drawn sketches into your web page. You can draw on paper and use a scanner to convert it to electronic form. Make sure your sketches are readable, and crop them and size them appropriately so presentation has good usability.</p>		

**Good Luck**