

Applied HCI COMP719

Assignment 1

Value: 60 % of course mark

Aim:

To enable students to gain an understanding of a few selected topics related to human perception, memory and thinking and their relevance to HCI through individually researching a topic and, then as a group, designing and overseeing an interactive class activity.

Overview of Assessment:

This assignment has an *individual* and a *group* component.

- **Individually** each student is required to find a set of printed instructions for doing something (eg. installing software, assembling kitset furniture, upgrading a video card in a computer, cooking recipe, etc.). Then they will write a 2500 word essay based on the cognitive and / or perceptual process(es) of **just one non trivial step** in the instructions (**approved by the lecturer**).
- The **group component** is organised as *a series of class activities* each prepared and run by a student group. The group members will use their individual research and prepare some form of an *interactive activity* for the class that will enable students to gain a sound understanding of the topic. The series will be running over a five week period, starting in *week 3* (see **Course calendar**).

Each group will be assigned a topic, such as the following:

- Visual perception and colour
- Haptics and perception of movement (proprioception)
- Perception of sound and acoustic space
- Short term memory
- Long term memory
- Cognition {eg. Problem solving, reasoning, learning, social cognition}

The activity could be a *game, interactive exercise or a learning experience*. They **do not** have to be computer based.

Required for submission:

- Although not necessary you may provide a handout for the class that describes the activity/exercise and gives **clear instructions** on how to do it.
- Each student must submit an **individual essay**, approximate 2500 word count.
 - A submission to Turn-it-in confirming the originality of their work (in Blackboard)

Due dates:

- Hard copy of the essay and submission of the essay to Turn it-in
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Marking Criteria

Individual 45% of final grade.

Evidence of Research 25%
Quality and breadth of literature sources
Connection of appropriate theory to example
Evidence of independent research

Clarity of Expression 10%
Spelling, grammar, and language style

Clarity of Presentation 10%
Structure, paragraphing, layout

Group 15% of final grade.

Degree of interactivity 5%
Relevance to topic 5%
Relevance to HCI 5%

***Please note- no marks will be allocated for presenting theory in the interactive session.
However, a concise debrief, or reference to theory at the end, is appropriate.***

Important Notes

- ✓ All work **must have in-text citations** and be accompanied by **appropriate references**. Failure to do so will render the work substandard and unsuitable to be ascribed a grade.
- ✓ Students must attend least 75% of the **hcInteractive** sessions to receive a mark for the group component of this assessment.