Answers

Task 3 – Ordering Tasks

d. Learn how to set up interactive screens in your kiosk software (whether PowerPoint or otherwise).

h. Decompose the problem fully and make a plan. So far, you've just created a mind map.

c. Look at templates and other ways to save time and make your interface appear professional.

f. Decide on areas of responsibility for the members of your group so that the work is shared.

j. Consider users with limited physical abilities or those who speak different languages.

b. Design your user interface, selecting colours, background images, buttons etc.

g. Share your ideas with the class and get some feedback from them about how you might proceed.

i. Build your user interface based on all the ideas and feedback you have received.

a. Test all possible paths through your user interface and fix anything that doesn't work.

e. Evaluate your finished product, perhaps getting feedback from someone who works in the business.

There may be a little variation. Task d might be placed further down the list.

Task 4 – Requirements and Constraints

	Term		*Definition*
1	**Requirements**	f	All your goals for the completed project.
2	**Constraints**	d	All the problems that you need to overcome.
3	**Functionality**	g	What your kiosk interface actually does and how it works.
4	**Visual Design**	a	How your interface looks.
5	**Longevity**	h	How future-proof your kiosk interface is.
6	**Technical**	i	The software and hardware that you need.
7	**Economic**	b	Any money that might need spending.
8	**Social**	c	Considering different types of users.
9	**Usability**	e	Making your interface easy to use.