

Course work 1649

Deadline: 18/4/2017

Submission:

- Report- PDF (3-4k)
- Prototype:
 - Game for new staffs
 - Help staff become..
 - Running on :
 - tablets or mobile
 - cross platform

-
1. Introduction
 2. Literature review
 - 2.1. Data gathering
 - Interview
 - Questionnaires
 - Workshop to focus group
 - Study documentation
 - Observation
 - 2.2. Task analysis
 - 2.3. The art of interaction design
 - Briefly discuss 12 principles with example
 - 2.4. Conceptual model [chapter2]
 - Based on activities
 - Based on objects
 - Interface metaphors
 - 2.5. Cognitive process [chapter3]
 - Attention
 - Perception
 - Memory
 - 2.6. Design for small screens
 - Challenges
 - W3C guide lines
 - Guidelines from: + google, + apple