

CSC318 DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA
INSTRUCTOR: V. Pandeliev

<p>Assignment 1: Autobiography, Group Work Experience, & Problem Space, Example of Good/Bad Design</p>

Due:

Posted to Blackboard before
L0201 (MW) : 6 pm Wednesday Jan. 14
L0101 (T) : 6 pm Tuesday Jan. 13

Grade:

2% individual grade (0% if submitted late)

Purpose:

- To introduce yourself to your classmates in order to form project groups.
- To critically appraise a piece of design in the real world.

Part I: Biography, Skills and Problem Space

Post to: *Blackboard / CSC318 / Blogs / Assignment 1: Biographies*

What to Post: Total of 3 Paragraphs

Also: Bring 1 copy to tutorial the week of Jan. 12.

Title: Must include your name and some other descriptive element that will make it easier for others to remember your uniqueness.

Paragraph 1: **Autobiography** describing yourself and any **special skills** that you have to contribute to the group effort. You might want to mention your **goals for the course** (learn lots about usability and user experience, complete a degree requirement, get experience designing interfaces, get good mark, get a passing mark, win the design competition, etc.) and your **work style** to ensure compatibility with your group members. You should describe the character traits are you hoping to find in other group members. You should mention if you are interested in participating in the international Student Design Competition.

Paragraph 2: Discuss your **group work experience and your approaches to group work**. What did you learn from other group projects. What works well on a group project and what does not. Mention your approaches to group problem solving, consensus forming, conflict resolution, delegation of tasks, assignment of roles, group structures or hierarchy, work styles, and communication goals.

Paragraph 3: **Briefly describe the problem space** in the broad problem that you want to address in your project. Describe the issues that you want to research and the target audience whose needs and requirements you would like to address.

Part II: One of Good or Bad Design (not both!)

Post to: *Blackboard / CSC318 / Blogs / Assignment 1: Good or Bad design*

What to Post: Total of 3 paragraphs

Also: Post a photo, link or illustration of the interface if you can and be prepared to briefly discuss your submission in class if called upon

Title: Should begin with "[GOOD]" if you are praising the interface and "[BAD]" if you are criticizing it.

Paragraph 1: A description of the aspects of the interface you would like to discuss.

Paragraph 2: What aspects of this interface make it good or bad?

Paragraph 3: What related interfaces can benefit from this innovation [GOOD] / How to fix this interface [BAD].