

Assignment 2

HUMAN COMPUTER INTERACTION 2013

DUE DATE: After Learning Unit 10 and before Learning Unit 11.
This assignment must be completed in stages after completion of each chapter in class.

TIME ALLOWANCE: 10 Hours

MARKS: 100 Marks

TOTAL PAGES: 3

INSTRUCTIONS:

1. Assignments must be typed/ written/ either typed or written – the important measure is that they are easy to read (legible).
2. All work must be adequately and correctly referenced.
3. **No more than 25% of the assignment may be copied from the original source(s) used, even if referenced correctly.**
4. Begin each section on a new page.
5. Follow all instructions on the assignment cover sheet.
6. This is an individual/ group/ individual or group assignment – if done as a group the group may not exceed four (4) members and all will get the same mark.
7. **Make a copy of your assignment before handing it in.**

TOPIC

Learning Units 7 – 10

Consider the same scenario as in Assignment 1.

QUESTION 1 (Chapter 9) **(20 Marks)**

Sketch design a new site for people that are not bound to exact dates, but who are looking for a cheap flight. You have to include car rental or accommodation as you may assume that the person who is travelling will travel as a backpacker and stay over with friends and family. Decide and motivate which of the usability goals of Chapter 1, namely, effectiveness, efficiency, safety, utility, learnability, and memorability you are focusing on and which frustrations you want to avoid. Describe how you have applied the different aspects of the User-Centred Approach (Chapter 9).

QUESTION 2 (Chapter 11) **(30 Marks)**

- 2.1 Design a conceptual model for your new site. Consider interface metaphors, interaction types, interface types, activities it will support, functions, relationships between functions, and information requirements. (10)
- 2.2 Design a storyboard and paper based prototype. Show your prototypes to users and record the feedback. Design some web pages (Chapter 11). (20)

QUESTION 3 (Chapter 12) **(30 Marks)**

- 3.1 Evaluate your prototype. Describe your evaluation process and results. It is accepted that your design might deliver some negative critique. Do not try to hide the negative feedback. What is important here is that you understand the evaluation process, not whether your design is perfect. You will be marked on your ability to evaluate a design. (20)
- 3.2 How would you go about evaluating one of the given booking websites? (10)

QUESTION 4 (Chapter 13)

(20 Marks)

Use the DECIDE framework to plan an evaluation of your (still to be developed) web site for students to book cheap flights.

[TOTAL MARKS: 100]