

SENG 21263

Interactive Application Development

ASSIGNMENT 02

1. Who do you think would need to be involved in **developing** following interactive systems?
 - a. A public kiosk providing information about the exhibits available in a science museum?
 - b. An interactive educational website to accompany a video lecture series?
2. List and explain usability goals
3. What kind of human characteristics/behaviors you would consider for designing an interactive product?
4. What are the three basic components of a good product behavior?

Note :

(You can use the reference book and any other material to find the answer)

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ASSIGNMENT 03

1. What is meant by product platform and posture.
2. Describe three main postures by giving suitable examples, use cases and their special features.
3. Name few computer based systems you are using for different tasks. Describe their interactive interface features by explaining how they have designed to support for the intended task.
4. Below are a number of proposed interactive products. What do you think are the key usability goals and user experience goals for each of them?
 - (a) a mobile device that allows young children to communicate with each other and play collaborative games
 - (b) a video and computer conferencing system that allows students to learn at home
 - (c) an Internet application that allows the general public to access their medical records via interactive TV
 - (d) a CAD system for architects and engineers
 - (e) an online community that provides support for people who have recently been bereaved

Note :

(You can use the reference book and any other material to find the answer)

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ASSIGNMENT 04

1. Think of examples of the following systems and write down the usability and user experience features that are important for the success of each:
 - (a) an spreadsheet application
 - (b) a website that sells clothes
 - (c) an online patient support community
2. Explain low fidelity prototyping and high fidelity prototyping including advantages and disadvantages of both techniques
3. Name three interactive products and explain their product features, such as the physical form, display size and resolution, input methods, network connectivity, operating system, and database capabilities
4. Define three main interaction interface postures and, explain their features by giving suitable examples (you have to describe desktop, web and mobile application postures).

Note :

(You can use the reference book and any other material to find the answer)