

**FIRST ASSIGNMENT
SEPTEMBER/OCTOBER SEMESTER 2020**

**BACHELOR OF COMPUTER SCIENCE (HONS.)
(IN COLLABORATION WITH IUKL)**

**HUMAN COMPUTER INTERACTION
(CSC 2201)**

LECTURER'S NAME : AKASH DEO

GENERAL INSTRUCTIONS

1. This question booklet consists of 2 pages including this page.
2. There is one **SECTION** in this question booklet.
3. Please submit assignment solution in **SOFT COPY FORMAT in A4 size paper.**



Assignment 1.A (Individual): Project Proposals (15 Marks)

Your assignment is to propose an idea that could form the basis of a course project. Start by making sure you understand the project theme.

Deliverable

You will write a single paragraph that:

- identifies a user group and problem,
- convinces the reader that the problem is important,
- (if applicable) describes limitations existing solutions,
- suggests ways in which technology could address the problem.

Submit your paragraph as text entry in word file.

Assignment 1.B (Individual):(15 Marks)

The goal of this assignment is to identify and critique good and bad user interfaces. You need to provide examples for both good UI and bad UI examples. Justify your choices with design and usability principles that were covered in class or that you learned elsewhere; e.g. ATM, Calculator. The UI can be for anything that involves human interactions to perform a task; from webpages, apps, kiosks to appliance controls, gadgets, or toys.

Deliverable

You will submit a brief writeup that describes both UIs. For each UI provide:

- a photograph or screenshot,
- a description of what the interface is for (1-2 sentences),
- a justification for why it belongs in the "good/bad" (3-4 concise bullets referring to design principles)

Submit in a single pdf. Be sure to include your name in the submitted file.

*****End of Questions*****