**Page 3 and 4** – Research (30 points) 5 papers + HCI concepts. We can grab some from Presentation

(Jean / David)

* Summary and appropriateness of each paper (3 points)
* Integration of findings into your project (3 points)

Find supporting scientific literature. Identify 5 papers from SIGCHI, UIST, or an IEEE/ACM conference or journal. Other sources require TA review. For each paper, write one paragraph that encapsulates the results and one paragraph on how the paper impacts your design decisions. Include links to the papers.

Chang, Dempsey & Dooley, Laurence & Tuovinen, Juhani. (2002). Gestalt Theory in Visual Screen Design - A New Look at an Old Subject. Proceedings of the 7th World Conference on Computers in Education: Australian Topics, Volume 8.

<https://dl.acm.org/doi/pdf/10.5555/820060.820062>

This paper is about the Gestalt Principles and applying them to visual screen design. They conducted a study with a nursing class, where they redesigned their instructional multimedia site. They based the redesign off of 11 gestalt principles. After conducting their study with the students, they found the gestalt laws to be beneficial for visual screen design and learning effectiveness.

This paper will help us with our design when thinking about elements of the interface to change. The principles focus on position, size, grouping, etc., all of which are important for our improvements of the interface. A goal of our interface is to make the learning curve for beginners shorter, so we will apply principles from this paper on visual designs that help make learning better.