For this assignment, you are to create/assemble guidelines and examples of how you would apply them to design in general, and for appropriate ones to your team's application design.  See Chapters 21 to 25 in Designing Interactive Systems for key content.

Rubric

For 4 (your choice) of the following describe the characteristic of interest to you for each of the following, find or create a guideline for its application in design, and show an example illustrating its application (a screen shot, a sketch, and/or other artifact).  This should be collected into a document that you upload to Canvas. [18pts for full credit]

* Human long-term memory or human working memory (pick one)
* Automatic or controlled processing (pick one)
* Affect/emotion (e.g., in affective computing)
* Social interaction or distributed cognition (pick one)
* Cultural differences
* Gestalt laws of perceptual organization

For an additional 4 pts, either provide guides for all six categories, or identify a characteristic (one of the above, or one from the chapters that is even more relevant) described in Chapters 21 to 25 that seems particularly important for your team project, find or create a guideline for it, and then describe how you would apply it to your team project design.  NOTE: THIS GUIDELINE MUST BE DIFFERENT FROM THE ONES YOUR TEAM MEMBERS COME UP WITH.  Upload the text description of the property/human characteristic, guideline, and illustration of its application to your project design to the Canvas Guideline Discussion Thread.  [Application of Guidelines Discussion](https://canvas.uw.edu/courses/1309324/discussion_topics/4678939)