

HCI-CS431

Lab Assignment No 3: **Development of prototype**

Prepare a Working Prototype of your project.

- Proto.io is not allowed
- Create working website/Android App with static or dynamic data.
- Include Data-base connectivity, but major focus is on user interface design
- Deadline: 5th April 2020.
- If any query feel free to ask via SMS/email/Whatsapp.

Follow/Include all mention points in your prototype.

1. Ergonomics and context of Interaction (Chapter 3)

- Use of Color: Use proper color
- Arrangement of Control: Proper arrangement of Controls
- Context of Interaction- Social & Organizational context
- Health Issue : Maintain Health Issue

2. Millers law 7 +/- 2

3. Metaphor.

4. Design: Refer (Chapter 5 Interaction design basics)

- Process of Design, Personas, Scenarios
- Screen design and layout
 - basic principles grouping, structure, order, alignment and use of white space
- Navigation Design
 - Local
 - Four Rules
 - **knowing where you are:** bread crumbs
 - **knowing what you can do:** what can be pressed or clicked to go somewhere or do something, standard underlined links
 - **knowing where you are going:** or what will happen
 - **knowing where you've been**
 - Global

- Bread crumbs
- Hierarchical

5. HCI in the software process (Chapter 6)

6. Design Rules (Chapter 7)

- Point 7.3, 7.4, 7.5, 7.6 [1]

Refer:

[1]. ALAN DIX, JANET FINLAY, GREGORY D. ABOWD, RUSSELL BEALE **HUMAN-COMPUTER INTERACTION**

[2] IEEE/Springer Standard Papers

[3] Kent Norman, Jurek Kirakowski "Hand book of Human-Computer Interaction" Wiley Publication, ISBN 9781118976135

[4] Helen Sharp, Jenifer Preece" Interaction Design beyond Human-Computer Interaction" 5th Edition, ISBN 978-1119547259