

HCI Lab Exercise: Designing a Dog Family Tree Application with a Focus on Usability

Objective: To understand the principles of HCI design and usability by creating a wireframe for a Dog Family Tree application, while considering usability measures, goals, and motivations.

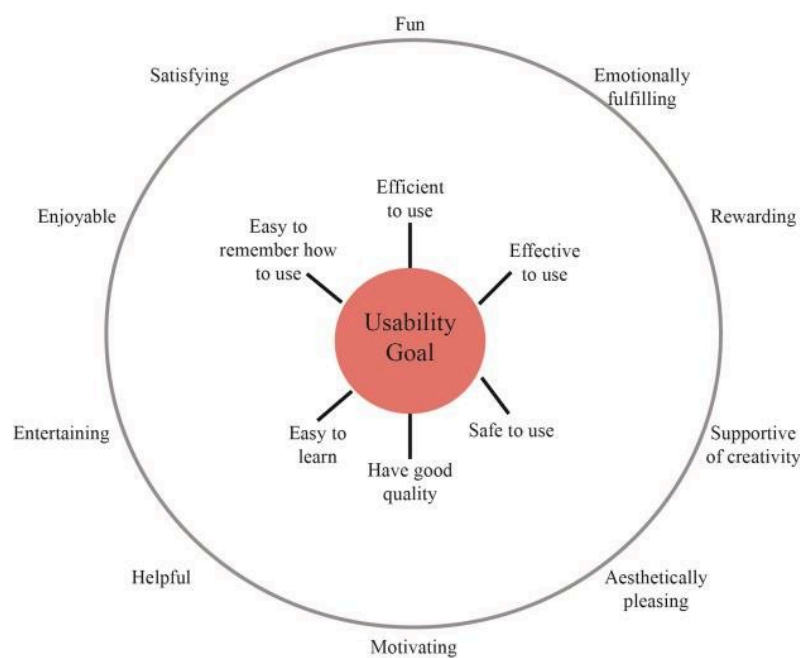
Background: A family tree application for dogs allows users to track the lineage, breed, and other details of their pets. This exercise will focus on designing the primary interface elements, user flow, and ensuring usability goals are met.

Materials:

- Pencil and paper (for sketching)
- Digital wireframing tools <https://excalidraw.com/>
- Usability testing tools or methods (e.g., questionnaires, observation)

Instructions:

1. Research & User Needs



Question	Answer
Who are the primary users?	
What would motivate the user to use the application?	
What are the main features?	

What are your usability goals and why?	
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2. Sketching Initial Ideas

- Sketch rough ideas for the main interface, keeping usability goals in mind.
- Think about potential usability issues and how to address them in the design.

3. Designing with Usability in Mind

- Create wireframes for the main dashboard, dog profile page, and lineage view.
- Ensure that the design aligns with the usability goals defined earlier.

Evaluation Criteria:

- Usability Goals: How well does the design meet the defined usability goals?
- User Feedback: How did users respond during usability testing? Were there recurring issues or points of confusion?
- Integration of Usability Concepts: How effectively were usability measures, goals, and motivations integrated into the design process?

Conclusion: Reflect on the design process with a focus on usability. How did considering usability measures, goals, and motivations influence your design decisions? Document any insights or lessons learned.