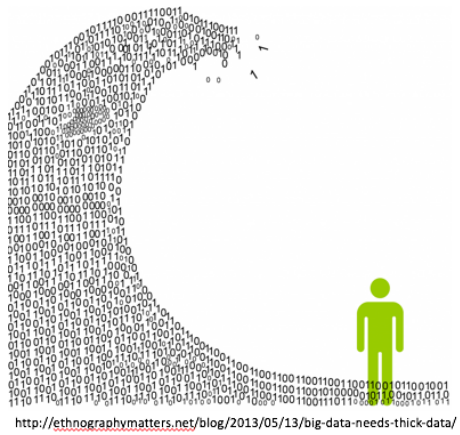

Human Computer Interaction
INFO3315, 2018

Mini-Assignment for Week 4

Due at 4.45pm, Wednesday Aug 22, 2018

Bring a printout of all work to the classes.

(Keep a copy in your info3315 portfolio.)

In your Week 3 lab, your group selected the persona for whom you will particularly target your interface design. This week's mini-assignment begins the design phase. It is part of your individual contribution to your group's *design* work for Assignment 1.

Task 1 (for the tute/lecture and required for the group contribution to the assignment)

Your goal in this task is to gain familiarity with the phone data that you will use for Assignment 1 and to start thinking about interface design. This task is limited to the core user goals relating to one month of activity. (Refer to the assignment specification for details.)

Explore the two datasets supplied for the assignment. Some ways to do this are: skim through some of the data to see what you can learn about it; use a spreadsheet to graph just one-month blocks so you can look for interesting periods.

Use the actual data to demonstrate two designs for presenting the information so that the user can achieve the concrete task for Core Goal #1. Each should include the simple mean steps per day as the average.

Hand in:

- One design for the daily count dataset
- One designs for the hourly count dataset
- Your rationale for the designs.

This is a foundation for doing the interface design since you need to understand the affordances and constraints of the data that is available.
You will build on this in the group work in the Week 4 tute/lecture when you will do paper prototyping.

Task 2 (for the lab and required for the group contribution to the assignment)

Assignment 1 specifies 2 core user goals. You need to write ***two (2)*** more user goals that are meaningful for ***your groups' primary persona***.

In the lab, you will workshop these with group members to come up with the ones your group will finally use.

For each user goal, write:

- The user goal;
- The rationale for your abstract task, in terms of its relevance to your group's persona;
- Three (3) concrete task (as in the example in the resource below).

Resource: Example of a user goal, its rationale and concrete tasks:

At the right is one of the three screenshots of the Fitbit interface you saw in the Week 3 tute/lecture. It is the information that is sent each week to Fitbit users. (Like the smart phone, Fitbit is a device which can count the steps a person walks when they are wearing it.)

As noted in that class, we can use interfaces like this to help inform the analysis and design of the assignment interface since we may expect that such commercial systems may be underpinned by substantial user research at the analysis phase.

In particular, we can determine the *user goals* that the interface designers identified as important for their intended users. We can also infer a rationale for these user goals.

There are many elements in this interface, reflecting multiple user goals. We focus on one of them.

User goal (abstract task)*: "The user can determine if they were more physically last week than the week before".*

How did we infer that the designers identified this as one of the user goals the interface should support.
You can see the comparison with last week is in rather small font under each of the reported elements.
For example, the device tracked a step count of 66,783 steps. The interface shows this was 10,281 fewer steps this week than the previous week. The comparison with last week is repeated for the other information elements on the interface.
Several of these relate to the level of physical activity: steps, distance, active minutes and average hours with 250+ steps.

Rationale for a persona who wants to be more active: This enables the user to discover whether they are meeting their goal to be more active.

Here are examples of concrete tasks this design is intended to support and we could use these in a usability evaluation like the one you did in the week 1 tute/lecture:

Introductory scenario: Suppose you are Judy K and you wear a Fitbit activity tracker. The screenshot above arrived in your mail.
Concrete Task A: Based on this display, tell me if you walked more this week than last week.
Concrete Task B: Tell me if you were more active this week than last week.
Concrete Task C: Tell me if you walked off more energy this week than last week.