

CS361: Assignment 4: UI Design with the Inclusivity Heuristics (for Milestone #1)

Overview

Part 2 of your plan for Milestone #1: Design your UI. This is NOT required to be graphical (e.g., could be text-based).

Instructions

Complete each item below by replacing the highlighted text (Usability note: double-click the text to select it).

Create a **paper prototype** of Milestone #1's UI design. **Low-fidelity** is acceptable and appropriate. Make your UI design **reflect all of the Inclusivity Heuristics**.

Requirements for paper prototype:

- Show every screen / user-facing view
- Indicate what users can interact with (Ex: make buttons look buttony)
- Indicate **how** users interact if it's not obvious (Ex: arrows to show an element can be rotated)
- Indicate what happens when users interact (Ex: a modal appears)
- Must have **no obvious violations of the Inclusivity Heuristics**. Graders will look at your work but won't spend all day scrutinizing it!

Doesn't have to be a *graphical* user interface. Can be text-based / speech-controlled / a robot / etc. (but don't design a robot if you can't implement a robot during the remainder of this term!)

You can change your design later if you want to.

1. Paste scans / photos / screenshots of your paper prototype below.

Technical Indicators

Main Menu:

Which technical indicator do you want to see. One at a time. Enter number or use slide bar? $__$

Select with slider bar

User enters choice here

Choose :

- 1. S&P 500 Percentage Volume
- 2. Correlation of 2 year bond price to S&P 500 SPX
- 3. Correlation of 5 year bond price to S&P 500 SPX
- 4. Correlation of 10 year bond price to S&P 500 SPX
- 5. Correlation of 20 year bond price to S&P 500 SPX
- 5. Correlation of 30 year bond price to S&P 500 SPX
- 6. Correlation of all Treasury bond prices to S&P 500 SPX
- 7. Exit

What happens after user enters choice

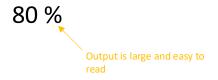
Note: Results will show right away on next screen.

een. number

Technical Indicators

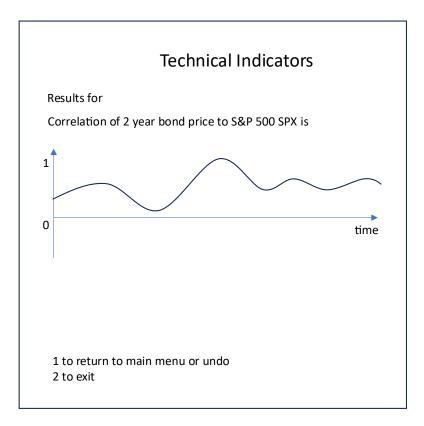
Results for

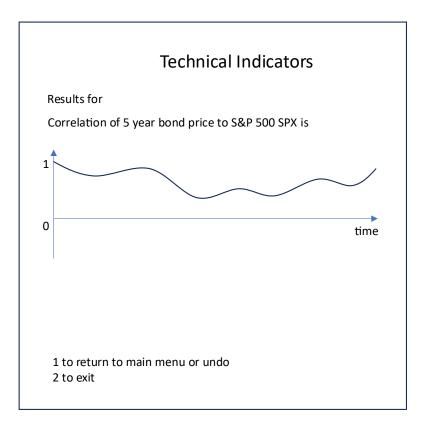
S&P 500 Percentage Volume for 1/28/24 is

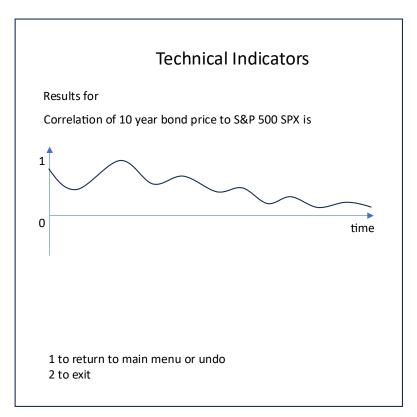


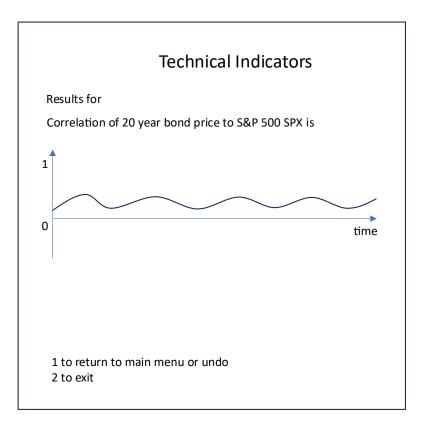
For risk averse, it is easy to go back or exit

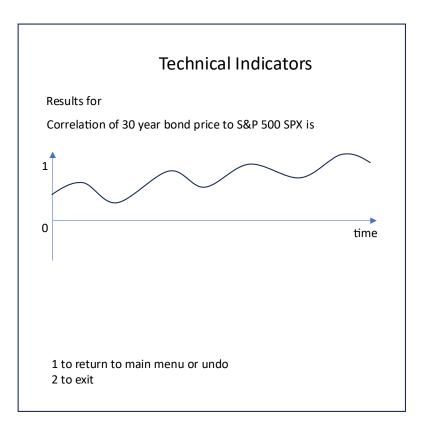
1 to return to main menu or undo 2 to exit

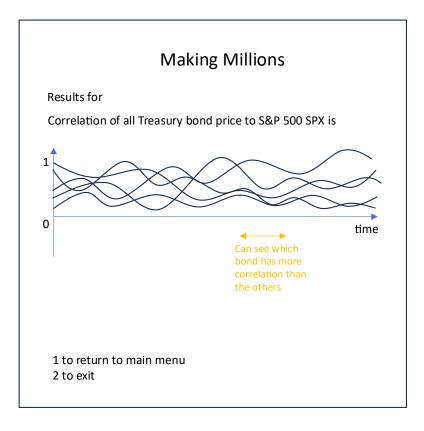












- 2. How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)
 - How your design reflects heuristic 1 (Explain the *benefits* of using new and existing features): *All the possible choices and what each one will do is on the main menu.*

Choices are menu driven and easy to enter. Risk averse users have all the information in the main menu to determine whether to use it or not. The features are all there for motivated users to try.

- How your design reflects heuristic 2 (Explain the costs of using new and existing features): There is a note at the bottom of main menu explaining that the results will appear on the next screen. There is no risk associated with each choice. So, the user should not hesitate to use it.
- How your design reflects heuristic 3 (Let people gather as much information as they want, and no more than they want): The full description of each choice is described, and the choices are on the main menu.
- How your design reflects heuristic 4 (Keep familiar features available): The choices are all similar except for one parameter, year of Treasury yield. Then the results of each can be compared to each other. New features would appear as the last choice. So, familiar features are still there.
- How your design reflects heuristic 5 (Make undo/redo and backtracking available): So far, there is only one level of menus. So, undoing is just exit to main menu. Redoing is selecting a choice from the main menu. I renamed exit to main menu to exit to main menu or undo.
- How your design reflects heuristic 6 (Provide an explicit path through the task): The choices are numbered, and the order can be followed leading to the final choice which is a combination of all the previous choices for comparison. For free thinkers, any choice can be selected without restrictions.
- How your design reflects heuristic 7 (Provide ways to try out different approaches): The program may provide third party websites explaining how to use this information. I do not have a FAQ or different levels of installation. The app is simple to run, and the interface is simple which can be approached in any way.
- How your design reflects heuristic 8 (Encourage tinkerers to tinker mindfully): The main menu is simple and there is just one level below it discourages tinkerers from getting distracted. The choices can be selected in order or selected randomly depending on which piece of data that you need.

Now that you have a plan, begin implementation!

Submission

PDF or Word format via Canvas.

You must follow instructions at Modules > 'HOW TO: Attach a Document to "Text Entry" Field'.

Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment. You

will be able to revise this assignment if you miss points.

Questions?

Please ask via Ed so that others can benefit from the answer.