King Saud University

College of Computer and Information Sciences
Department of Software Engineering

Course Code:	**SWE 321**
Course Title:	**Software Architecture & Design**
Semester:	**Spring 2022**
Assessment	**Tutorial #11 - Architecture of User Interfaces**

		Total Points
Student Names		**5**
Section No. / Day Time		

Project Identifier
Project Name:

Project Description:

Find two examples of user interfaces, one that you consider a good design and one that you consider a bad design. Note that the good design does not have to be uniformly good, since you may discover problems with it on closer inspection. Likewise, the bad design does not have to be uniformly bad. Probably the most interesting examples will be mixed.

Your interfaces might be desktop software, web applications, smartphone apps, consumer devices, car dashboards, building entrances, traffic intersections, shower controls, etc.

For each interface, you should:

- Describe the purpose of the interface and its intended users

- Analyze its good and bad points of usability, discuss:

  ○ Learnability

  ○ Visibility

  ○ Efficiency

  ○ Errors

  ○ You may discuss other aspects of usability if you have space and consider them important

- illustrate your analysis with appropriate screenshots or photographs

Limit your verdict to one page of text (roughly 50 lines) for each interface, for a total of two pages (100 lines) for your entire report. You can include as many images as are helpful.

Grading:

Your report will be judged on the following criteria.

- Completeness. Don't omit a dimension of usability, and don't overlook an obvious usability issue that even the reader notices.

- Depth. "Efficiency is good, because it feels fast to use" is not deep analysis. "I've never made any errors with it" is not deep analysis.

- Clarity. The reader should not struggle to understand what you're talking about.

- Usability of presentation. Your report is itself a user interface whose purpose is to convey ideas to a reader. If your report isn't learnable, visible, efficient, and error-preventive, then it will be harder for the reader to use, and it will not demonstrate an ability to apply the ideas of this class.

1	Description and analysis of the user interfaces 1

2	Description and analysis of the user interfaces 2