Al Imam Mohammad Ibn Saud Islamic University
College of Computer and Information Sciences

# Information Technology Department

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|---|---|
| **Course Title:** | Human Computer Interaction |
| **Course Code:** | IT 300 |
| **Course Instructor:** | Dr. Mandour mohammed<br>T.Sara Alsalamah<br>T. Maha Alqahtani<br>T. Nouf Alrashed |
| **Exam:** | Project |
| **Semester:** | Second semester |
| **Date:** | 16/3/2021 |
| **Duration:** | 3 weeks |
| **Marks:** | 20 |

| Group Members Name | Group Members ID |
|---|---|
| Rehab Bader Almutairi | 440019212 |
| Reef Fahad Alshunaifi | 440022491 |
| Ruba Hilal Abdullah Al-Hilal | 440022662 |
| **Section Number** | 372 |

**Instructions:**

1. This project will be due on 5\4\2020
2. You should submit a softcopy of docx – (**Microsoft word file**) using blackboard.
3. Only one member of the group must submit this assignment.
4. If information appears to be missing from a question, make a reasonable assumption, state your assumption, and proceed.

| Official Use Only | | |
|---|---|---|
| **Question** | **Student Marks** | **Question Marks** |
| | | |
| | | |
| | | |
| | | |
| **Total** | | **20** |

**1. Title:** Friendly user interface for an e-book application

**2. Problem:** Describe the problem you chose. What user problem are you trying to solve? Who are the users? What are their tasks?

The need for a suitable user interface for children, most e-book applications lack a user interface that is dedicated for children. The application user interface is age classified so; it will show appropriate books to children according to their ages.

- **User analysis:**
  - Kids
  - Adults

- **Tasks of Adults:**
  - Download the application.
  - Open the application.
  - Create an account.
  - Choose the appropriate interface (kids-adults).

- **Tasks of Children:**
  - Open the application.
  - Search for a specific story.
  - Click on the story.
  - Click on the sound button to play the story sound.

**3. Design**:

**a) <u>User analysis</u>.**

This app focuses on child readers between six and twelve years old. And the parents who want to find an appropriate application for their children.

**Stakeholders:**

1. Kids
2. Adults
3. Publisher

- **Persona of kids:**

**Sarah**

- She is 8 years old.
- She has poor eyesight.
- She loves reading a lot, but she must not read in iPad a long time because of her eyes.
- She loves stories about horses, princesses, and adventures**.**

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**Saleh**

- He is 6 years old.
- He has got blindness; he became blind when he was 5.
- He could not read his favourite stories anymore.
- He loves stories about superheroes and space.

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- **Persona of Adults:**

**Munirah**

- Mother of three children.
- She wants her kids to read books to increase their knowledge and vocabulary.
- She is a working mother, so she does not have the time to control the kids' reading time and stories content.

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- **Persona of Publisher:**

**Khalid**

- He is a children story writer.
- He enjoys writing stories for children.
- He wants every child to read and hear the stories he writes.
- He would like to publish his stories digitally.

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**b) <u>Task analysis.</u>**

- **Task of Children:**

Goal: look for a specific book.

Scenario: The kid opens the application, log in, search for a specific book, but he/she cannot find the book, then he/she will search again and choose another book to read.

precondition: Before searching for the book, he/she is looking for, he/she must choose the appropriate interface for him/her.

- **Task of Adults:**

Goal: choose a kid interface.

Scenario: The adult will open the application, create an account, but he/she enters the wrong ID or password then he/she tries again. Finally, he/she choose the appropriate interface for the kid and control his account.

precondition: He/she must log in or create an account before controlling the kid interface.

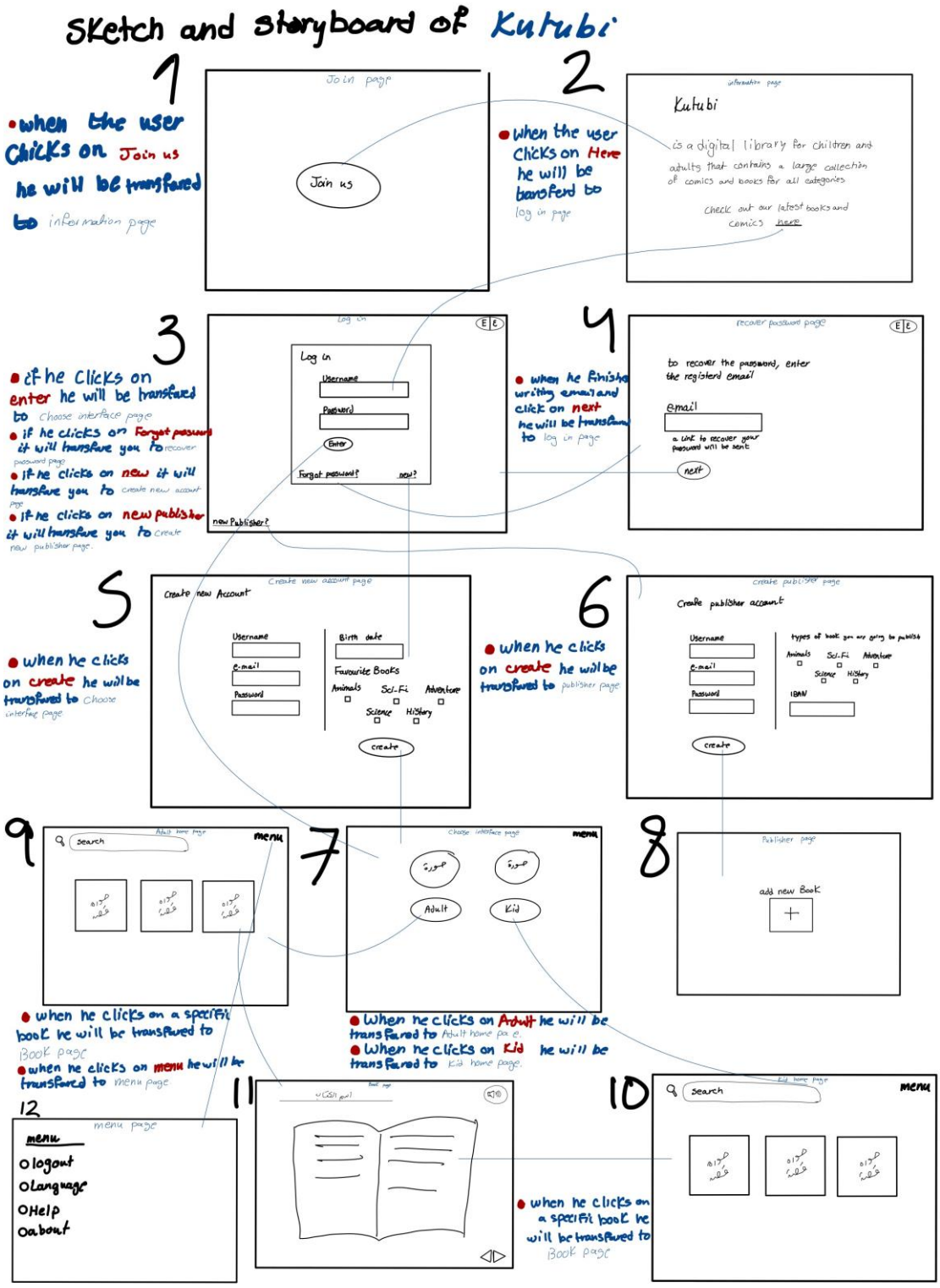
- **Task of Publisher:**

Goal: Add a book in the application.

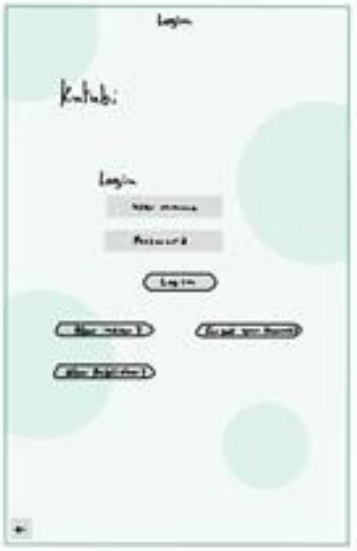
Scenario: The publisher opens the application, and create an account, but the account he/she has created is an adult/kid account, so he/she starts again and choose create publisher account.

precondition: Before adding his/her book he/she must create a publisher account.

## 4. Design Sketches:



## 5. Paper Prototype:



Kutubi
Creat new Account
Creat

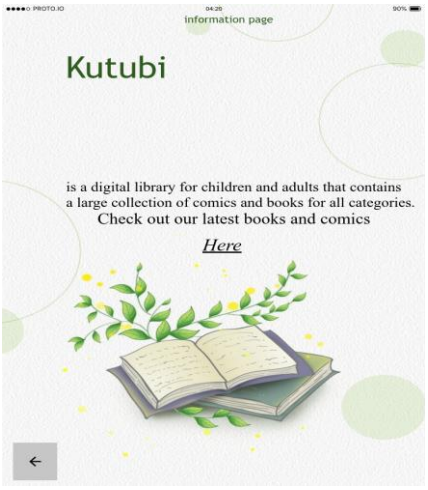
Kutubi
Creat Publisher Account
Creat

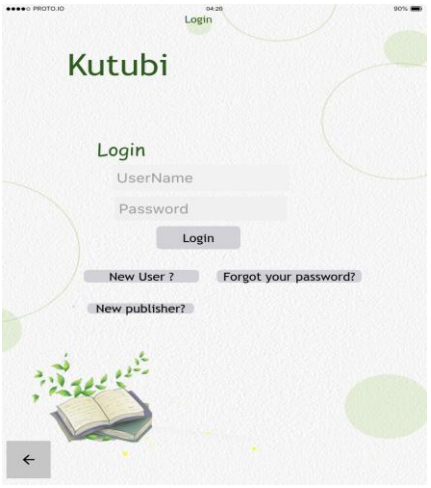
Kutubi

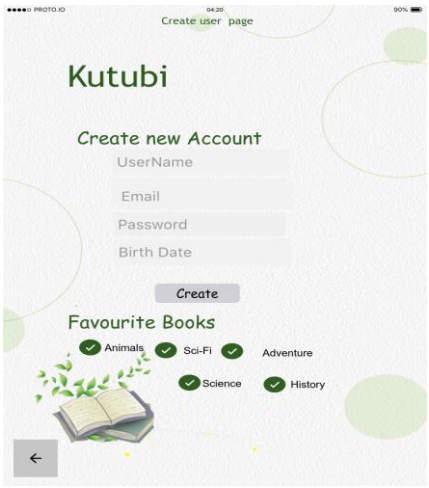
Kutubi

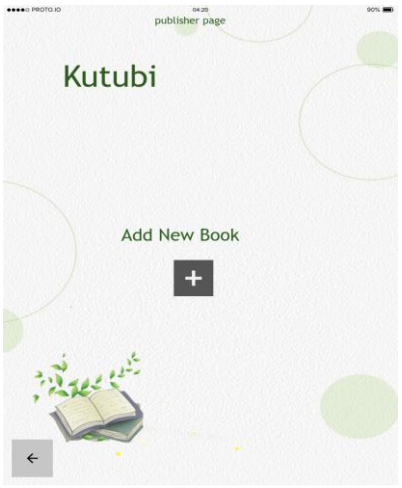
Setting
Kutubi
Logout
Help
Language
About

Implementation:



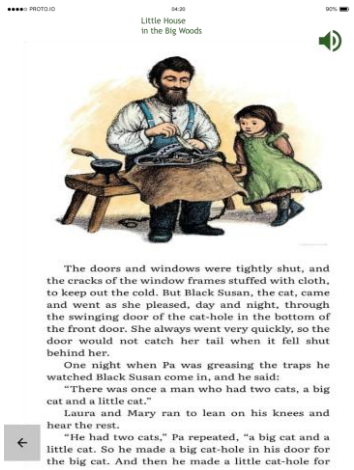



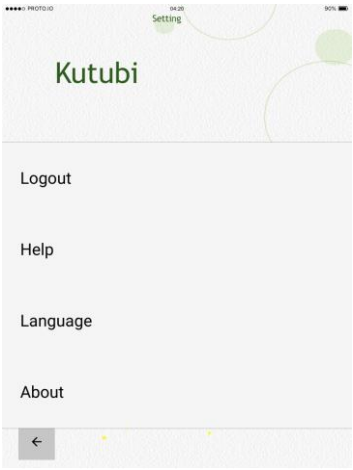


Kid home page
Kutubi
Franklin's BABY SISTER
SONIC THE HEDGEHOG
Little House in the Big Woods

Franklin's BABY SISTER
FRANKLIN could count by twos and tie his shoes. He could name the days of the week, the months of the year and the four seasons. He liked to play ball in summer, collect leaves in fall and build snow turtles in winter. But Franklin loved spring most of all. And this spring promised to be very special.
Franklin

SONIC


Little House in the Big Woods
The doors and windows were tightly shut, and the cracks of the window frames stuffed with cloth, to keep out the cold. But Black Susan, the cat, came and went as she pleased, day and night, through the swinging door of the cat-hole in the bottom of the front door. She always went very quickly, so the door would not catch her tail when it fell shut behind her.
One night when Pa was greasing the traps he watched Black Susan come in, and he said:
"There was once a man who had two cats, a big cat and a little cat."
Laura and Mary ran to lean on his knees and hear the rest.
"He had two cats," Pa repeated, "a big cat and a little cat. So he made a big cat-hole in his door for the big cat. And then he made a little cat-hole for


Setting
Kutubi
Logout
Help
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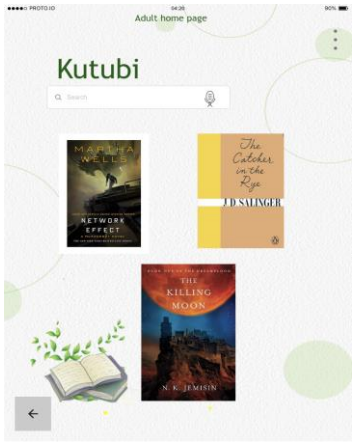
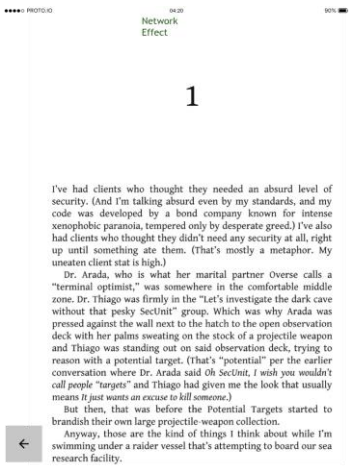
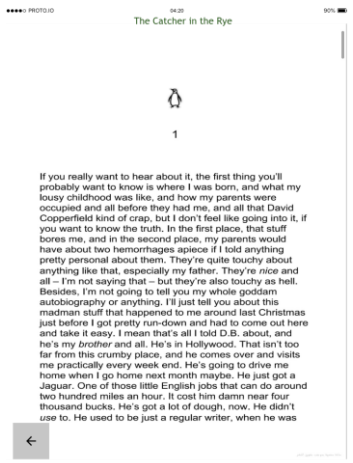
About

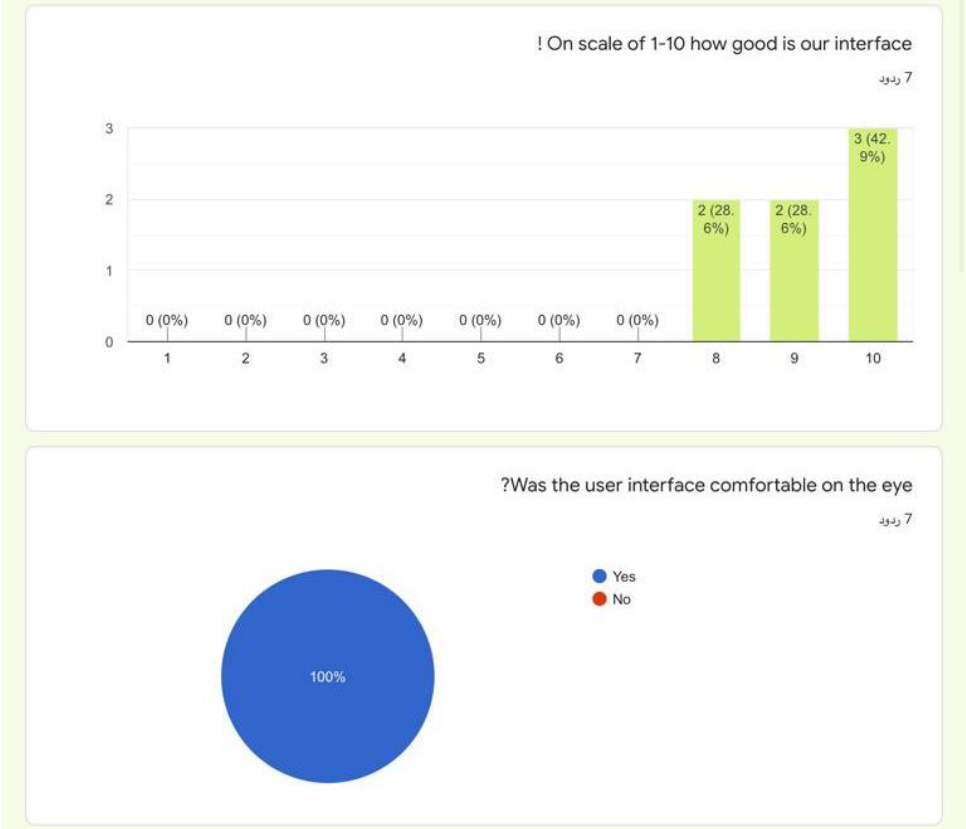

Adult home page
Kutubi
MARTHA WELLS
NETWORK EFFECT
The Catcher in the Rye
J.D SALINGER
THE KILLING MOON
N. K. JEMISIN

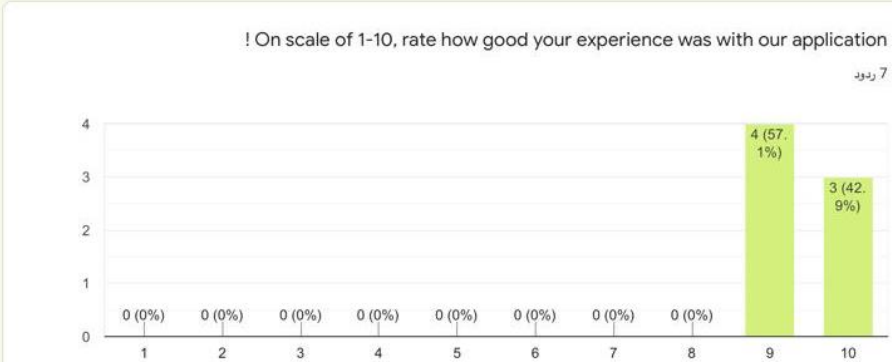
The killing moon
1
In the dark of dreams, a soul can die. The fears we confront in shadows are as reflections in glass. It is natural to strike a reflection that offends, but then the glass cuts: the soul bleeds. The Gatherer's task is to save the soul, at any cost.
(Wisdom)
In the dark of waking, a soul has died. Its flesh, however, is still hungrily, savagely alive.
The Reaper's task is not to save.
* * *
The barbarians of the north taught their children to fear the Dreaming Moon, claiming that it brought madness. This was a forgivable blasphemy. On some nights, the moon's strange light bathed all Gujaareh in oily swirls of amethyst and aquamarine. It could make lowcaste hovels seem sturdy and fine; pathways of plain clay brick gleamed as if silvered. Within the moonlight's strange shadows, a man might crouch on the shadowed ledge of a building and be only a faint etching against the marbled gray.
In this land, such a man would be a priest, intent upon the most sacred of his duties.
More than shadows aided this priest's stealth. Long training softened his footfalls against the stone; his feet were bare in any case. He wore little altogether, trusting the darkness of his skin for camouflage as he crept along, guided by the sounds of the city. An infant's cry from a tenement across the street, he took a step. Laughter from several floors below his ledge, he straightened as he reached the window that was his goal. A muffled cry and the sounds of a scuffle from an alley a block away, he paused, listening and frowning. But

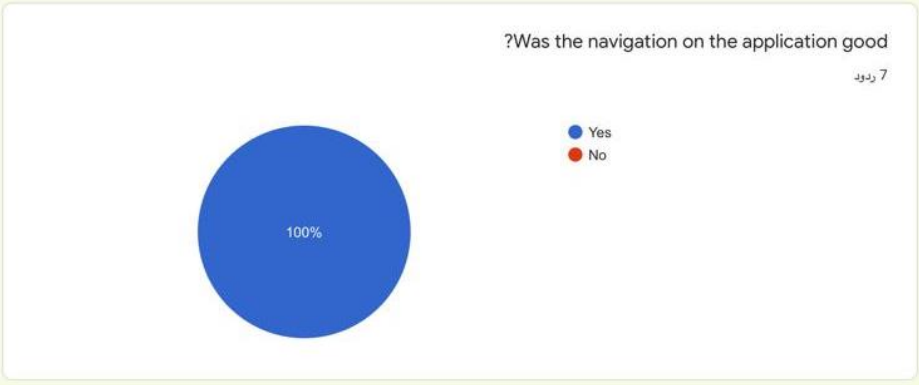

Network Effect
1
I've had clients who thought they needed an absurd level of security. (And I'm talking absurd even by my standards, and my code was developed by a bond company known for intense xenophobic paranoia, tempered only by desperate greed.) I've also had clients who thought they didn't need any security at all, right up until something ate them. (That's mostly a metaphor. My uneaten client stat is high.)
Dr. Arada, who is what her marital partner Overse calls a "terminal optimist," was somewhere in the comfortable middle zone. Dr. Thiago was firmly in the "Let's investigate the dark cave without that pesky SecUnit" group. Which was why Arada was pressed against the wall next to the hatch to the open observation deck with her palms sweating on the stock of a projectile weapon and Thiago was standing out on said observation deck, trying to reason with a potential target. (That's "potential" per the earlier conversation where Dr. Arada said Oh SecUnit, I wish you wouldn't call people "targets" and Thiago had given me the look that usually means It just wants an excuse to kill someone.)
But then, that was before the Potential Targets started to brandish their own large projectile-weapon collection.
Anyway, those are the kind of things I think about while I'm swimming under a raider vessel that's attempting to board our sea research facility.

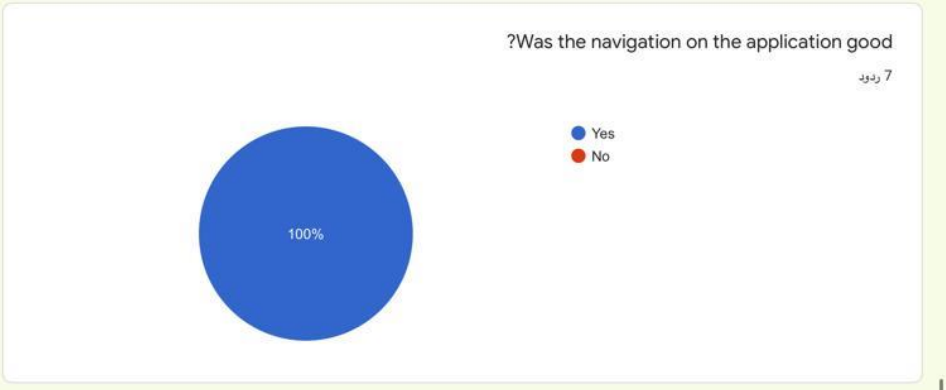

The Catcher in the Rye
1
If you really want to hear about it, the first thing you'll probably want to know is where I was born, and what my lousy childhood was like, and how my parents were occupied and all before they had me, and all that David Copperfield kind of crap, but I don't feel like going into it, if you want to know the truth, In the first place, that stuff bores me, and in the second place, my parents would have about two hemorrhages apiece if I told anything pretty personal about them. They're quite touchy about anything like that, especially my father. They're nice and all -- I'm not saying that -- but they're also touchy as hell. Besides, I'm not going to tell you my whole goddam autobiography or anything. I'll just tell you about this madman stuff that happened to me around last Christmas just before I got pretty run-down and had to come out here and take it easy. I mean that's all I told D.B. about, and he's my brother and all. He's in Hollywood. That isn't too far from this crumby place, and he comes over and visits me practically every week end. He's going to drive me home when I go home next month maybe. He just got a Jaguar. One of those little English jobs that can do around two hundred miles an hour. It cost him damn near four thousand bucks. He's got a lot of dough, now. He didn't use to. He used to be just a regular writer, when he was

## Evaluation:


! On scale of 1-10 how good is our interface
7 ردود
3
2
1
0
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
2 (28. 6%)
2 (28. 6%)
3 (42. 9%)
1
2
3
4
5
6
7
8
9
10
?Was the user interface comfortable on the eye
7 ردود
Yes
No
100%


! On scale of 1-10, rate how good your experience was with our application
7 ردود
4
3
2
1
0
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
0 (0%)
4 (57.1%)
3 (42.9%)
1
2
3
4
5
6
7
8
9
10


?Was the navigation on the application good
7 ردود
Yes
No
100%


?Was the navigation on the application good
7 ردود
Yes
No
100%

?Do you have any suggestions to improve our application
7 ردود
I don't have any. I really like it
No
Bo it was great
Every thing great
I suggest to put dark mood
Navigation is easy, but inside the story it is a little difficult and the green color I think is not used in the interfaces because of the people who have color blindness.

**The navigation button was unclear in color, so we changed its color so that the person could see it and pressed it when needed.**

You should post the following parts in the report:

1. Prototype photos of the pieces of your prototype. Try to show the prototype in an interesting state, not just a blank window.

2. Scenario tasks: The tasks you gave to users, exactly as you wrote them on the cards.

3. Demographics of your test users, and description of the test scenario (time, place, equipment, etc.)

4. Observations: Usability problems you discovered from the testing, and possible solutions. Describe what users did. You must test at least 3 users.

5. Results from interviews & other measures.

6. Implementation: You will do the first computer-based implementation of your term project.
   - *Screen shot all your project screens or pages.*

7. Evaluation: Your implemented prototype will be distributed to at least two of your classmates, who will do heuristic evaluations of it and give their reports back to you. Describe any redesign you did after evaluations.

You will be evaluated based on the following:

| Criteria | Mark | Student mark | Comment |
|---|---|---|---|
| **Interface for multiple screens.** | 2 | | |
| **User analysis** | 2 | | |
| **Task analysis** | 2 | | |
| **Design Sketches** | 2 | | |
| **Prototyping** | 3 | | |
| **Implementation** | 3 | | |
| **Evaluation** | 3 | | |

| | | | |
|---|---|---|---|
| **Presentation**<br>**Walk us though the system (Q&A)** | 3 | | |
| **Total** | **20** | | |