

Cover Page

COMPSCI 345 Human-Computer Interaction

Assignment Three: Realizing a Design

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Note: To ensure a fair playing field for all students in the class the University of Auckland will not tolerate cheating or assisting others to cheat, and views cheating in coursework as a serious academic offence.

Student Declaration:

- I declare that this work is my own work and reflects my own learning.
- I declare that where work from other sources (including sources on the world-wide web) has been used, it has been properly acknowledged and referenced.
- I understand that my assessed work may be reviewed against electronic source material using computerised detection mechanisms.

Place this page in the front as the first page of your document that you are submitting to Canvas

COMPSCI 345

Assignment 3

Design Documentation: Context

HiveMind inspires seamless peer collaboration by allowing our users to think and learn as one.

We achieve this mind-set through an emphasis on collective functionality and uniformity of design.

Domain: Art History

Subdomain: Modern Day social issues and their representation in art

The users of the HiveMind web application are students who are participating in the same course. These students do not need to be physically apart of the same university, they only have to be following the same specification of for their assignment. The focus of HiveMind's application is to encourage constant, iterative feedback for a group of individuals working on the same topic.

The peer groups defined as follows:

- All in the same school of university of Auckland, and in the same Art History 301 class.
- They have been assigned a section of topics related to modern day social issues and their representation in art. The students get to pick their social issues, but they must find historical paintings used to depict the thoughts of the past societies.
- They group is made up of three people, Vanessa Turing, Tyler Liskov, and Thomas Eich.
- They all live in student accommodation in Auckland.

Vanessa Turing is the viewpoint user. Her circumstances and scenario are as follows:

- Vanessa has written her rough draft of her essay.
- She has chosen to discuss the representation of homosexuality through art.
- She has submitted this draft to the other team members.
- She is going back to the draft she has created to view her teammates feedback.

Design Documentation: Walkthrough



Draft

Problem

Group
Chat

Team

Ancient Rome and the Construction of Modern Homosexual Identities

This volume analyses the importance of ancient Rome in the construction of post-classical homosexual identities.

Submit Draft

See Feedback

The book explores the contested history of responses to Roman homosexuality, in areas including literature, the visual arts, popular culture, scholarship, and pornography. Much has been written about the contribution of ancient Greek homosexuality to modern discourses of homosexuality, but this volume argues that Rome has been largely overlooked in this respect. It explores the demonization of Rome and the attempts to write it out of the history of homosexuality by early activists such as John Addington Symonds, who believed that decadent, licentious Rome had corrupted ideal (and idealized) 'Greek love'. The volume also interrogates the identification with Rome by men and women who have sought an alternative ancestry for their desires. It asks what it means to look to Rome instead of Greece, theorizing the way in which Rome itself appropriates Greece, and the consequences of such appropriations and identifications, ancient and modern. It argues that Rome has been central to homosexual desires and experiences, and the discourse surrounding them, from early Christian responses to the sexual incontinence of the emperors, to learned discussions of lesbian cunnilingus in Renaissance commentaries on Martial and Juvenal, to the use of Rome by the early sexologists, to modern pornographic films that linger on the bodies of gladiators and slaves. By interrogating the desires that create engagements with the classical past, this volume illuminates both classical reception and the history of sexuality.



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file:///Users/mac/Desktop/MakeNote/Assign_3_345/Hivemind/Draft.html#toggl...

Landing page:

Vanessa has logged into the website, and has landed on the main page. On this page, the side bar navigation on the left allows her to navigate through the website to her other teammates drafts. In the middle is her draft. She has previously submitted it, so it is viewable to her other team mates. Her options are to continue editing her draft, navigate to the problem statement uploaded by her teacher, involve herself in the group chat, navigate to her team members pages, submit her draft, or view feedback. She is looking for feedback, so she has placed her cursor over the "See Feedback" button, and is about to click.



Draft

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Submit Draft

See Feedback



Thomas Eich


Wonderful Topic!

Your take on masculinity
and its portrayal is
fascinating!



See Feedback:

Both of Vanessa's team mates has given her feedback! The team mates are designated by the uploaded photo and their name. Both Thomas Eich, and Tyler Liskov feedback are formatted with their initial thoughts as the top portion, with the details of their critiques available below. They can create multiple feedback tabs, as they are meant to only allow one topic to be discussed. Vanessa can scroll through this feedback to navigate. If Vanessa is confused about a critique, or would like to ask additional information, she can comment on the feedback to ask for further implications. The feedback is aligned relatively close to the topic of their commentary. If Vanessa would like to go to the other drafts, she can click on the photos to navigate quickly to their drafts.



Submit Draft

See Feedback

Draft

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Modern Social Issues and Their Ancient Equivalent

Societies recent take on social issues has left us with a plenty of social issues. Pick one of these issues:

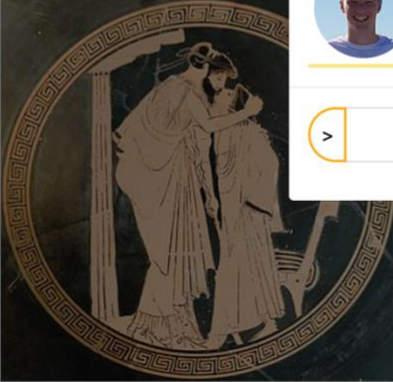
- Homosexuality in ancient times
- Womans Rights in even older times
- other options

If stuck, please refer to this [list](#).




Will it be ok if I research my own topic???

>



Viewing and Discussing the problem:

Vanessa has navigated to the “Problem” page. This page overlays the main assignment that Vanessa’s instructor has presented them with. The instructor can upload any supporting details they would like to this page, including images and videos. This is to provide clarity for the topic. If any of the team mates needs further help, they can comment on this topic. This comment is viewable by the instructor and the team members, and functions like a forum post. If Vanessa would like, she can answer her team mates question by replying to him with a simple @team_member_name, or ask her own.



Submit Draft

See Feedback

Draft

Problem

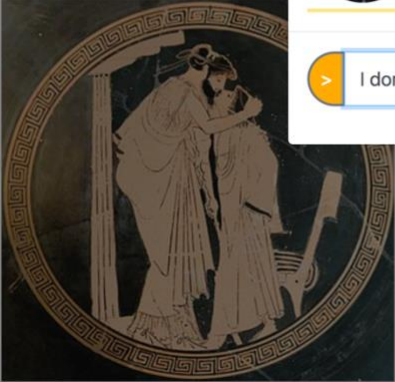
Group Chat

Team


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Group Chat



Will it be ok if I research my own topic???



Im not sure, check the problem page.

>

I don't think we can Tyler

Participating in the group chat:

Vanessa has navigated to Group Chat page. This page allows her to engage in instantaneous messaging with her other group mates. Each group member is designated with their photo on the left, and their comment on the right. This group chat functionality is to get immediate answers to questions, or for further clarification of comments. If Vanessa would like, she can participate in the group chat by writing her comment in the box and clicking the send button to the left. Vanessa can navigate to her team members pages by clicking on their photos. She can also hover over each comment to like or dislike the post, and can specifically tag her other team members by writing @team_member_name.

Out of bounds implementation:

- Word Document like tools as sidebar on top.
- Have the feedback point to where its applicable in the document
- Designate if team member is online with a green dot
- Private chat functionality
- Like/dislike team members comments.





UI is implemented, but functionality is not:

- Ability to type replies to the feedback but isn't actually logged.
- Ability to upload/edit document.
- Ability to type in message on group chat but isn't logged.
- Submit button is implemented, but doesn't actually do anything.
- Navigation button for members is implemented, but does not navigate to anywhere.

Design Documentation: Design Decisions

Colour Scheme: Monochromatic

The HiveMind web application functionally only uses three colours. This decision was made, as the main focus of the website is to promote long hours of work. Overuse of colour exhausts the eyes and distracts from the true purpose of supporting long hours of work. The colour chosen to provide focus was orange, both to provide a holistic “beehive” aesthetic, and to ensure the user is always aware of their system status. The user will be placing paragraphs of text onto this website, so their placement on the site needed to be eye catching to stand out from the text. Grey is used for the exact opposite. It allows the un-toggled items to “hide” from peripheral view, allowing the user to focus on their work. User text is to always be in black, to provide clear distinction between system UI and the users work.

	R: 255 G: 229 B: 127	Border outline in messages
	R: 255 G: 171 B: 0	Border radius in sidebar, button-toggle, accents, text-decoration in sidebar, navigation toggle
	R: 153 G: 153 B: 153	Sidebar border line, un-toggled navigation link
	R: 0 G: 0 B: 0	User text.

Borders Scheme: Minimalist

- Navigation Sidebar:
 - Simple, light grey border to designate difference between User text and System navigation without distracting user from their own text.
 - Left Aligned: Navigation text has been left aligned to accentuate the grouping of their navigation functionality.
 - White space buffer: White space is used effectively to provide clear break between navigation toolbar and user document.
- Submit Draft/See Feedback:
 - Orange Border: Clear orange border to clearly indicate break from the users text.
 - No Whitespace buffer: The button floats above the users text on the same position throughout the page. This is to provide consistent positioning of a key features of submitting the draft to team members or to always see feedback.
- Feedback Posts:
 - Grey border: Simple light grey border is added to differentiate between the user's text and their teammates text.
 - Orange picture border with whitespace buffer: The clear designation of the individual posting feedback allows accountability for the posts. This promotes clear recognition of the person.
 - White space borders between text: White space is utilized to provide consistent formatting of "user" text. All user free form text is created with this same format to promote easy recognition of user input.
- Problem Page:
 - Simple soft grey border: Clear designation of the problem is key. In this page, each user is visiting to view the question first, then further details if needed. The borders help promote this visibility.
 - Orange Comment Border: Differentiation from the instructor comment from user comments is key. A softer orange is used to not draw attention from the question.
- Group Chat Page:
 - Orange Comment Border: Differentiation of each comments helps provide cohesive design and easy viewing. This simple border promoted allows for minimalist design.

Fonts Scheme: Minimalist

- User fonts: Fonts are differentiated between system and user fonts to provide easy recognition of work and system.

- Serif Bold Large:

- Used to indicate headline of particular importance in the users text.

- **Ancient Rome and the Construction of Modern Homosexual Identities**

- Serif Italic Large:

- Used to designate an important line to stand out in the text. Creates minimalist differentiation between headers and text.

- *This volume analyses the importance of ancient Rome in the construction of post-classical homosexual identities.*

- Large Serif:

- Used to indicate the main body of the users text. Predominantly chosen to emulate other workspaces user is already familiar with like Microsoft word.

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- homosexuality, but this volume argues that Rome has been largely overlooked in this respect. It explores the demonization of Rome and the

- System Fonts:

- Helvetica Neue: Used to designate the system text. This text was chosen to provide a simple and soft text that doesn't draw focus.

- Sidebar: Underlined: The text on the sidebar is underlined when drawn into hovered. This provides easy recognition of cursor location and responsive design.


Problem

Group
Chat

- Feedback:

- Underline: To clearly designate the team member giving design, the name is underlined.

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Thomas Eich

Wonderful Topic!

Your take on masculinity
and its portrayal is
fascinating!

>

Animation:

The list of animations made are as follows:

- Navigation bar Hover: Each navigation pane changes to orange and gains the underlined trait. This is to clearly designate cursor position while providing a responsive design. The state the person is in is also highlights with the underlined trait to give a very clear representation of system status.
- Button hover: Each button holds the same trait of changing colour and changing text colour when it is hovered/clicked. This is provide a consistency throughout the website for the button functionality.
- Feedback Bar toggle: The feedback bar is a toggled option that can be brought to the page. This is implemented to provide an uncluttered workspace for the users when needed. Feedback provides a distraction from the users purpose of using the website, so to maintain minimalism, it can be hidden.

Works Cited:

HTML Grid	https://getbootstrap.com/docs/4.0/layout/grid/
Toogleable Sidebar	https://startbootstrap.com/template-overviews/simple-sidebar)
Card Form	https://getbootstrap.com/docs/4.0/components/card/
Left Sidebar	A3 Tutorial
Modals for group chat and problem page	https://getbootstrap.com/docs/4.0/components/modal/
Pottery Image	https://www.pinterest.com/pin/245024035953853131/
Team Member Photos	From friends of mine with designated consent.