

# CIS2170 User Interface Design

## Lab 4 - Redesigning UofG

In Today's Lab:

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*This lab will be graded.*

# The Fun Theory

*Complete this section on your own. You'll work with your team a little later.*

Create a Google or Word document.

Based on the videos that you watched as part of Lesson 3: The Fun Theory, identify the video/project that you most connected with. What was it about the project in that video that spoke to you?

What was the goal of the project you selected?

Thinking back to the principles or heuristics of design that we learned, discuss two principles that the project you selected did well.

# Redesigning the University of Guelph Part 1

*Complete this section on your own. You'll work with your team a little later.*

Consider the **physical spaces** at the University of Guelph. This could include classrooms, stairwells, hallways, green spaces, etc.

Identify one space on campus that you think could be better designed. If you are stuck on identifying physical spaces or things, consider the last time you wandered campus and found yourself frustrated. Examples could be:

- improving traffic flow in and out of a classroom.
- encourage people to use the stairs over the elevator.
- making a courtyard more user-friendly.

Describe the space in your document and include a short description about why you think it doesn't work. Note: you don't have to worry about incorporating The Fun Theory yet.

Consider the **virtual/non-physical things** at the University of Guelph. This could include any of our websites, financial statements, goals, mission statements, etc.

Identify one thing that you think could be better designed. Describe the virtual/non-physical thing in your document and include a short description about why you think it doesn't work. Note: you don't have to worry about incorporating The Fun Theory yet.

# Redesigning the University of Guelph Part 2

Get together with your team.

Each member must present the space and virtual/non-physical thing that they think could be designed better. Discuss why you think each could be designed better.

If team members are missing, work with whoever on your team is present. If no one from your team is present, work with another team (and document this in your Word or Google document).

As a team, identify how each physical and virtual/non-physical space/thing could be improved using the fun theory. Document these ideas in your Google or Word document.

As a team, pick one physical and one virtual/non-physical space/thing that was discussed. Redesign each using the fun theory approach. Document the redesign in your Word or Google document.

This should include drawings, diagrams, photos, screenshots, descriptions, etc. You could include drawing of the physical space or virtual/non-physical thing in your document and annotate the drawing to indicate what doesn't work, and how you might change it.

Be sure to identify what you are attempting to accomplish by using the fun theory approach. "Making something fun" is not sufficient. If you are hoping to change a behaviour - document the behaviour change you hope to achieve. If your goal is to educate, what do you want people to learn? If your goal is to change someone's mood, or to improve the overall use of a space, indicate this explicitly.

# What to Submit

Each person on the team must submit their own work to CourseLink for grading.

MUST (65%)	SHOULD (+15%)	COULD (++)
Submit your work as a PDF.		Ensure that spelling & grammar are correct.
Identify the video/project that you most connected with. Describe what about the project spoke to you. Describe the goal of the project. [5]	Discuss whether or not you think the goal of the project was achieved. [3]	Include a table of contents, with appropriate section headings, and page numbers.  Include appropriate captions for all images in your document.
Discuss two principles of design that the project you selected did well. [10]	Discuss one principle of design that the project you selected did not do well. [3]	
Identify a space at the UofG that you think could be designed better. Describe the space, indicating why you think it doesn't work. [10]	Identify principles of design that each space does not do well. [3]	
Identify a virtual/non-physical thing at the UofG that you think could be better designed. Describe the thing, indicating why you think it doesn't work. [10]	Identify principles of design that each thing does not do well. [3]	
Create a list of your team's physical and virtual/non-physical spaces/things that were discussed. Identify how each of these spaces/things could be improved by the Fun Theory. [10]		Identify how the Fun Theory would be used. That is, is the goal to change behaviour, educate, or something else?
Identify 1 physical space and 1 virtual/non-physical thing. Redesign each using the Fun Theory. Identify the goal of the redesign. [20]	Include diagrams, drawings, photos, descriptions, etc. of your redesign. [3]	Include and annotate images/drawings of the physical space and/or virtual/non-physical thing that you are redesigning.

Submit your work on CourseLink Lab4 – Redesigning UofG. This must be submitted by the end of the lab.