

## MCS 210 - Writing Assignment 9

- The objective is to enable you to define usability and user experience goals and to transform these and other design principles into specific questions to help evaluate an interactive product.
- Find an everyday handheld device, e.g. remote control, digital camera, smartphone, and examine how it has been designed, paying particular attention to how the user is meant to interact with it.
- Follow these steps and answer the questions:
  1. Create an Overleaf project named MCS210\_WA9
  2. From your first impressions, write down what first comes to mind as to what is good and bad about the way the device works. You may do this in a table, or a list.
  3. Give a description of the user experience resulting from interacting with it.
  4. Based on our class discussions and any other material you have come across, compile a set of usability and user experience goals that you think will be most relevant in evaluating the device. Decide which are the most important ones and explain why.
  5. Translate each of your sets of usability and user experience goals into three specific questions. That is, three questions that help evaluate your usability goals, and three separate questions that help evaluate your user experience goals. You must produce a total of six questions.
  6. Use the questions from step 4 to assess how well your device fares and discuss possible improvements to the interface based on the answers obtained for your questions.
  7. When you have finished writing your revised responses, download your project from Overleaf as a .zip file and submit via Moodle.