

Coursework 2 - Evaluation (15%)

The same group will work on an evaluation task. As a group, you need to evaluate 2-3 products or applications, identify the unfriendly designs and hand in a report (**1000 – 1500 words**).

What:

Find 2-3 products (such as the elevators in the SD building) or applications and identify the design / visualization / interaction that you find unfriendly. Observe how people use them and feel about them. Discuss why they are not friendly to the users and specify which design principles they violate (use as many design principles and heuristics as you can).

In the report, you should include several pictures of the products or applications and clarify the reasons and the related DPs. More specifically, you need to:

1. Introduce the environment where the products / applications are being used and in which context. (15 points)
2. Observation of people who use them and discuss how people use them, what they expect and what they get. (25 points)
3. Discuss which design principles are violated, explain the design principles and give references. (40 points)
4. Discuss how to improve the designs. (20 points)

When:

The report must be submitted no later than: **14:00 Friday April 16 (week 7)**.

References:

“The Design of everyday things (revised and expanded edition)” by Donald Norman