CST315 Software Enterprise: User Interface Visual Design   (Fall 2015 revision)

Assignment Goals:
- Recognize user interface usability heuristics
- Understand the importance of the user in information presentation

Task 1 (pair): Interface Design
For the UI Design common errors below, find an application that demonstrates the error in practice. For each application, create a screen capture and describe the error as you see it in the UI, and suggest ways to correct it. Use desktop UIs for this Activity.

Common Errors:
1. Clutter and Visual Noise
2. Explicit Structure as a Crutch
3. Poor use of spatial logic
4. (Lack of) Visibility of System Status (where is clearly needs it)
5. Poor/missing error and recovery messaging

Task 2 (pair): Information Presentation
Information presentation is largely a user-centric exercise – information is best displayed in a manner that makes sense to the target end user, taking into account her/his background, context, and experiences.

Subtask 1: Find an example of *data-centric UI* that you think is *confusing* to the end user because it does not account for user context. Then find an example of a display that does do a good job of accounting for user context. For each example, write a concise explanation why it does or does not address user context. Include screenshots (the UI can be web, mobile, or desktop).

Subtask 2: Find an example of an information-centric UI that gives options to display *the exact same data* 2 or more ways. Include a screenshot of each way and describe how the user selects which option. Explain why the app provides alternative displays.

Task 3 (pair): ASU Mobile
On the next page is a flyer that circulated over a year ago. Some students were motivated to correct the design defects in the ASU Mobile app experience. Below are prototype screens of an improved app. While the current app doesn't match the functionality shown in the prototype, the ASU app has evolved – go to m.asu.edu today and see the current experience. For this activity, do the following:

- Explore the app on a mobile device (can do group or pair)
- Explore the app (via m.asu.edu) on a laptop/desktop with a standard web browser (can do group or pair)
- General Discussion (can do group or pair):
  - How is the general usability between the prototype app and current app? Which looks better? Worse?
    - What about functionality?
- Answer (pair):
  - Is the experience of the mobile app version and the web app version the exact same experience?
  - If not, what differences do you see and how do they impact the user experience?
  - Considering the current version of ASU mobile, or the 3 screenshots below, identify one of the usability heuristics discussed from your notes that is violated. Be specific as to the heuristic and the problem.
  - Now consider the other version of ASU mobile – i.e, m.asu.edu if you had a concern with the prototype, the prototype if you had a concern with m.asu.edu – does it rectify the problem you just identified?
  - Finally, considering m.asu.edu, is there an aspect of it that could be improved by addressing any usability heuristics? Again be specific.

Submission:
- **The first line of your document should be the names of you and your partner.**

- For Tasks 1-3, the answers should be combined into a single word document and be submitted on BlackBoard. Only one submission is required for you and your partner. Clearly label the parts of your solution.

- When you submit your Tasks 1-3 document to Blackboard, name it <asurite>_<asurite>_uidesign.docx, where the filename includes the asurites for both contributors.

- As always, make your work presentable. Follow the instructions here carefully, ensure your images are readable, use proper grammar, spelling, and punctuation, and express your opinions in a clear, articulate style.

INTERESTED IN GIVING ASU A NEW LOOK?

Join us. Build the new ASU app. By the students, for students.

The current app is just bad.
It has so many issues. It is so bad that it discourages anyone from using it. The design and features are not even close to the quality offered by prominent apps. One of the most notable complaints about is that the map isn't even an ASU map; it is simply a satellite image. No directory, no markings. Who benefits from that?

The new app is going to be built **by us, for us**. It will be useful, convenient, and appealing, but even more so, wanted and widely adopted.

We need
People who enjoy building really cool things
Developers
Experienced in iOS - Android - Windows Phone programming
Designers
Passionate for design, usability, and experience
Everyone else
Ambitious, ready to create change, and ready to do amazing things. Any and all ideas to make this app better are appreciated.

Want to join Us?
Please do! We want anyone with a passion. Every idea helps.

Contact
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Informational Meeting
Changemaker Central, Polytechnic. Thursday, October 17, 4:00 PM