

Human-Computer Interaction

Week 1 Lecture 1B

Assignments

COMP 3900 & COMP 6390

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Summary

There is a sequence of four assignments for this course. You will practise the HCI design and evaluation skills that you learn in this course.

The purpose of this part of the lecture is to make sure that you understand:

- What the assignments are about
- How they link to each other and to the course material
- The importance of starting early on each assignment

Theme of the assignments

These assignments are designed around the task of creating an on-line interactive representation of an exhibit from a museum, art gallery or similar cultural institution.

1. Individual: Use observations, research and interview data to create an idea for an interactive representation of your chosen exhibit
2. Group: Build an early-stage prototype of the idea
3. Group: Run a user evaluation of your group's prototype
4. Individual: Write about what you did and learned in these assignments

Assignment 1

Requirements and evidence – taking an existing physical interaction and designing an on-line interaction to match it.

- Observing the users
- Interviewing users
- Research to find how others have tackled this problem
- Using your own experience and ideas
- Iterating to improve your design

Assignment 2

Early-stage prototype

- Scenario and use-case
- Prototype to communicate the interactive idea
- Clear understanding of what part of the idea is in-scope for the prototype and what part of the idea is out-of-scope
- Working together as a group

Assignment 3

Running a user evaluation of your prototype

- Planning the evaluation (who will do what, evaluation scripts)
- Finding participants and looking after them
- Observing what the participants actually do
- Interviewing the participants about their experience
- Analysing the results
- Working together as a group

Assignment 4

Writing about your experience of this assignment sequence

- What did you do?
- What did you learn?

Managing your progress on the assignments

A good way to approach these assignments is to think of the lecturer as your client. You write and structure your assignments to best communicate your ideas to someone who cares about them.

Assignments 1, 2 and 3 have a mid-point check-in task, which is to send the lecturer an email about your individual or group progress:

Assignment 1: end of week 2

Assignment 2: end of week 5

Assignment 3: end of week 9

Assignments are part of this course

I want you to understand early the importance of the assignments as part of this course:

- 50% of the course marks
- Giving you practice to match the classroom theory
- Getting started early

- Organising yourselves into assignment groups

Take a 5 minute break to talk to the students around you about forming an assignment group (4-5 students)