Human-Computer Interaction
Week 1 Lecture 1E
Assignment 1 and Tutorial 1

COMP 3900 & COMP 6390

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Assignment 1

- About these assignments
- The assignments are serious pieces of work
- Think of the lecturer as your client
- Specifications for assignment 1
- Using the template/creating your own template
- Review email to the lecturer at the end of week 2
- Uploading your assignment on Wattle
- Marking and response comments

Assignment 1

- <u>Understanding</u> the workplace
- <u>Observing</u> what people do in the task and whether there are different types of people
- <u>Describing your own experience</u> of the task
- <u>Doing your own research</u> about interactive implementations of the task
- <u>Creating your own interactive idea</u> for the task
- <u>Reviewing</u> your idea with someone whose opinion you trust
- <u>Modifying</u> your idea based on the review

Assignment 1

- The marking scheme (sometimes called a rubric) for each assignment is shown in the details of the instructions

- You may want to discuss this assignment with other people but make sure that what you write is your own work

- Do not look at last year's assignment specifications because this year's are different.

- Get started early

Make sure that you submit your own work

- Write your own words, not copies of something other people have written

- Use your own data

- If you refer to an idea from a book, journal, website etc then cite the source of the idea

Tutorial 1

- The tutorials are for active participation
- Smaller scale than the lectures
- Opportunity to discuss the topic in depth and to get guidance from the tutor

- Look at the worksheet for Tutorial 1
- Bring your example (or a photo of it) and your half-page description of the problem and of a solution
- You are practicing writing, speaking and listening about a technical issue in this tutorial