



## CS361: Assignment 3: UI Design with the Inclusivity Heuristics (for Milestone #1)

### Overview

Part 2 of your plan for Milestone #1: Design the UI for the implementation you will do during Sprint 1. This is NOT required to be graphical (e.g., could be text-based).

### Instructions

Complete each item below by replacing the **highlighted text** (**Usability note:** double-click the text to select it).

Create a **paper prototype** of Milestone #1's UI design. **Low-fidelity** is acceptable and appropriate. Make your UI design **reflect all of the Inclusivity Heuristics**.

Requirements for paper prototype:

- Shows **every** screen / **user-facing view** that you plan to implement during Sprint 1
- Uses **annotations** to indicate where each heuristic is **correctly reflected** in the paper prototype. (Ex: if a button reflects a heuristic, put an arrow next to it and write IH#n).
- Must have **no obvious violations of the Inclusivity Heuristics**. Graders will look at your work but won't spend all day scrutinizing it!

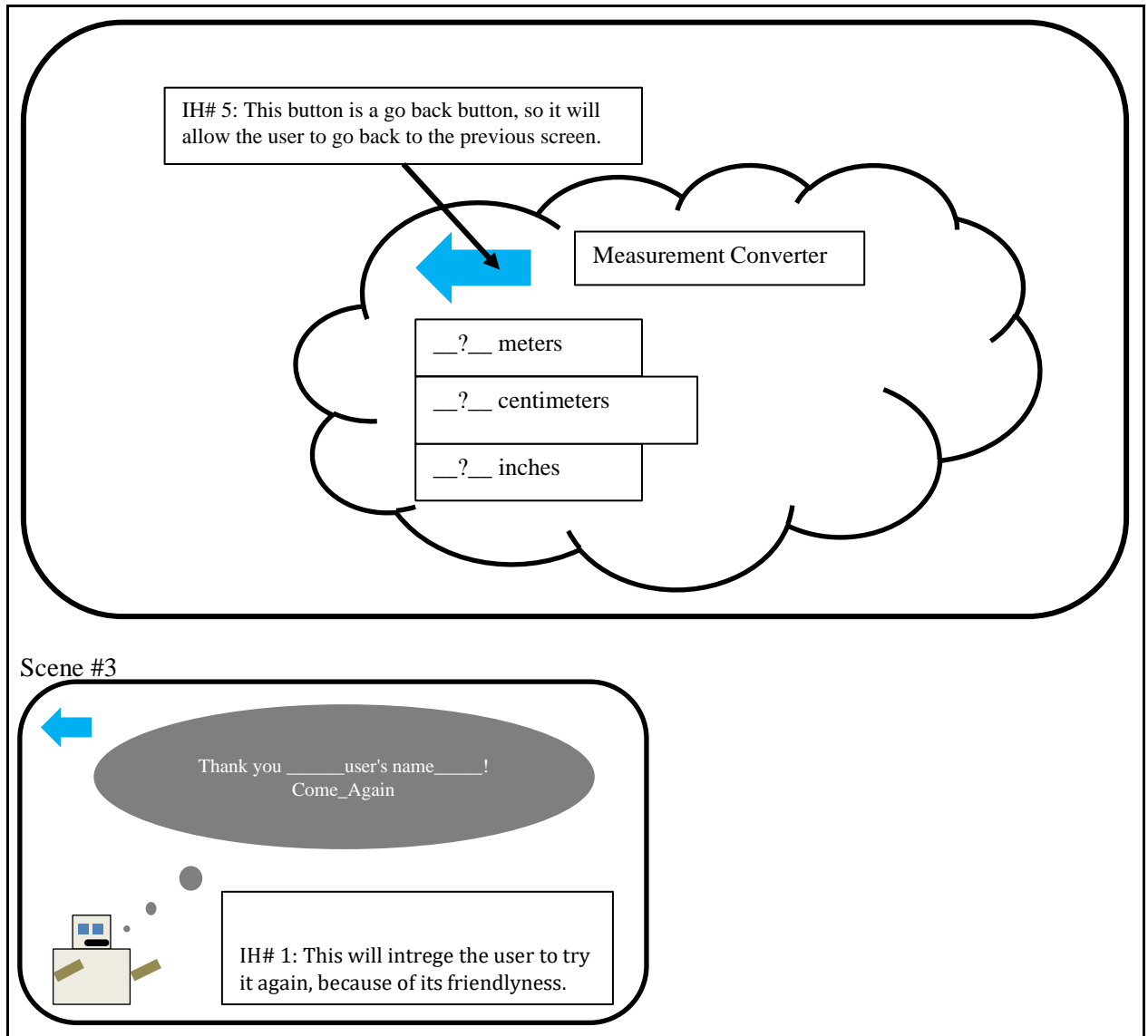
Doesn't have to be a *graphical* user interface. Can be text-based / speech-controlled / a robot / etc.

You can change your design later if you want to.

1. Paste **scans / photos / screenshots** of your paper prototype below.

Scene #1

Scene #2



2. How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)

- **How your design correctly reflects heuristic 1 (“Explain (to users) the *benefits* of using new and existing features”):** By entering a integer, it will allow the user to convert it into different measurements. Making the process of math much simpler and easy.
- **How your design correctly reflects heuristic 2 (“Explain (to users) the *costs* of using new and existing features”):** With how little to no detail there is in each scene, you can tell that the cost of making the software is relatively small.
- **How your design correctly reflects heuristic 3 (“Let people gather as much information as they want, and no more than they want”):** Currently there is no implementation of controlling what the user can choose to see, however that is a potential new design after this prototype.

- **How your design correctly reflects heuristic 4 (“Keep familiar features available”):** The display of the robot talking is a method many other software uses, a friendly bot that engages with the user, showing the interest in helping.
- **How your design correctly reflects heuristic 5 (“Make undo/redo and backtracking available”):** With the light blue arrow button, it allows the user in every other screen but the last to go back to the previous. The last screen will take you all the way back to the beginning of the software.
- **How your design correctly reflects heuristic 6 (“Provide an explicit path through the task”):** It currently has no method of instructions of what to do, solely focusing on the common sense of just inserting and number. However, a method to incorporate is a small “i” on each scene explain what will be happening in the scene.
- **How your design correctly reflects heuristic 7 (“Provide ways to try out different approaches”):** There will be a light blue arrow that will take the user back to the previous page, and that will allow them to rerun a new method.
- **How your design correctly reflects heuristic 8 (“Encourage tinkerers to tinker mindfully”):** With small number of details, it will have a high success for tinkers, because you can basically input anything and see what the results are and rerun until you get the hang of how the software works.

Now that you have a plan, begin implementation!

## **Submission**

PDF or Word format via Canvas.

**You must follow instructions at Modules > 'HOW TO: Attach a Document to "Text Entry" Field'.**

## **Grading**

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment. You will be able to revise this assignment if you miss points.

## **Questions?**

Please ask via Ed so that others can benefit from the answer.