Oregon State University
Ecampus

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**.

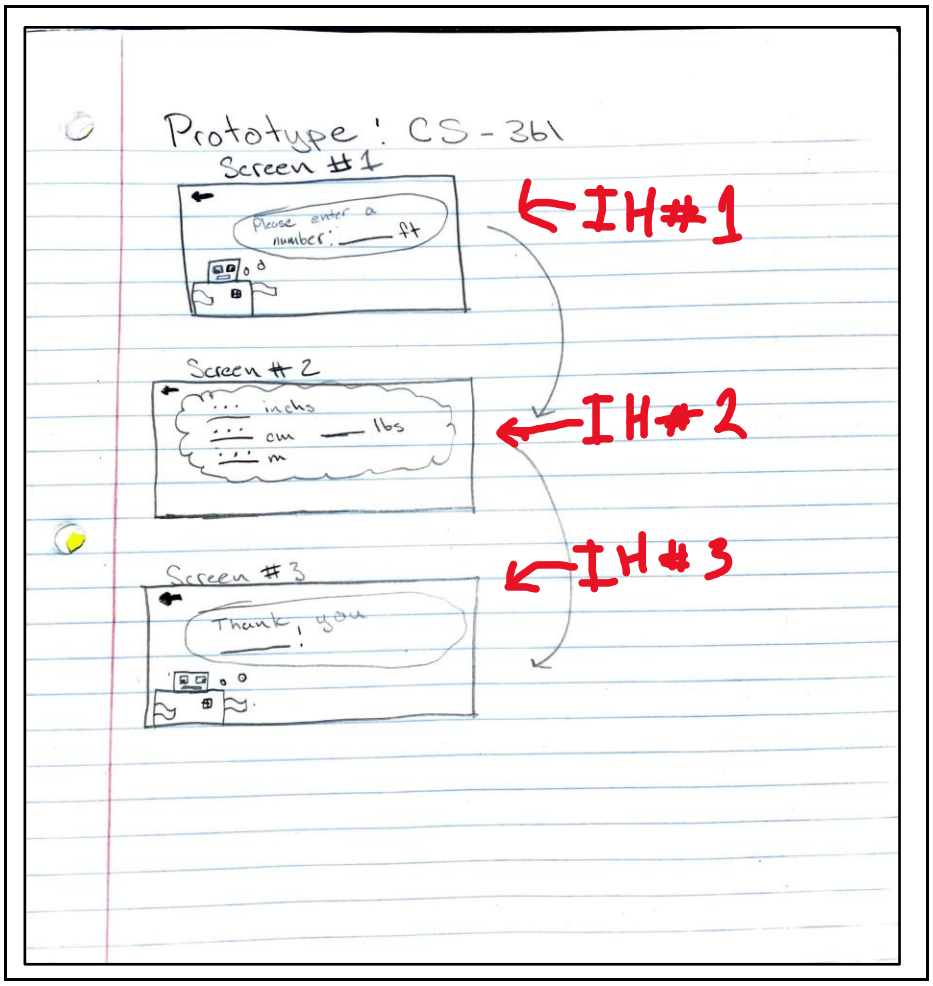
Requirements for paper prototype:

- 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.



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"):** It gives the users a way of exchanging units without having to do the math.

   - **How your design correctly reflects heuristic 2 ("Explain (to users) the *costs* of using new and existing features"):** The expense of this design allows little to no cost, because of its simplicity design.

   - **How your design correctly reflects heuristic 3 ("Let people gather as much information as they want, and no more than they want"):** This software will take into consideration what the user wants and display that information.

   - **How your design correctly reflects heuristic 4 ("Keep familiar features available"):** Display's a simple word design of what the software wants and what it will give.

   - **How your design correctly reflects heuristic 5 ("Make undo/redo and backtracking available"):** It will ask at the end of the process if you want to do a rerun, and then you can input a new number.

   - **How your design correctly reflects heuristic 6 ("Provide an explicit path through**

the task"): It is a 3-step process that will not ask for too much and too little, just enough.

- **How your design correctly reflects heuristic 7 ("Provide ways to try out different approaches"):** It will ask if you want to do a rerun, and it will ask the question again.

- **How your design correctly reflects heuristic 8 ("Encourage tinkerers to tinker mindfully"):** It will have a high limitation, that will give you a rounded number.

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.