

ENSC 405W Grading Rubric for User Interface and Appearance Design

(5-10 Page Appendix to Design Specifications document)

Criteria	Details	Marks
Introduction/Background	Appendix introduces the purpose and scope of the User Interface and Appearance Design.	/05%
User Analysis	Outlines the required user knowledge and restrictions with respect to the users' prior experience with similar systems or devices and with their physical abilities to use the proposed system or device.	/10%
Technical Analysis	Analysis in the appendix takes into account the "Seven Elements of UI Interaction" (discoverability, feedback, conceptual models, affordances, signifiers, mappings, constraints) outlined in the ENSC 405W lectures and Don Norman's text (<i>The Design of Everyday Things</i>). Analysis encompasses both hardware interfaces and software interfaces.	/20%
Engineering Standards	Appendix outlines specific engineering standards that apply to the proposed user interfaces for the device or system.	/10%
Analytical Usability Testing	Appendix details the analytical usability testing undertaken by the designers.	/10%
Empirical Usability Testing	Appendix details completed empirical usability testing with users and/or outlines the methods of testing required for future implementations. Addresses safe and reliable use of the device or system by eliminating or minimizing potential error (slips and mistakes) and enabling error recovery.	/20%
Graphical Presentation	Appendix illustrates concepts and proposed designs using graphics.	/10%
Correctness/Style	Correct spelling, grammar, and punctuation. Style is clear concise, and coherent.	/05%
Conclusion/References	Appendix conclusion succinctly summarizes the current state of the user interfaces and appearance and notes what work remains to be undertaken for the proof-of-concept and appearance prototypes. References are provided with respect to standards and other sources of information.	/10%
CEAB Outcomes: Below Standards, Marginal, Meets, Exceeds	1.3 Engineering Science Knowledge: 4.1 Requirement and Constraint Identification: 5.4 Documents and Graphic Generation: 8.2 Responsibilities of an Engineer:	