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BSIT 3Y1-3

HCI in the Software Process

Assessment Task Number 7

1) What is the distinction between a process-oriented and a structure-oriented design rationale technique? Would you classify psychological design rationale as process or structure oriented? Why?

2) How can design rationale benefit interface design and why might it be rejected by design teams?

3) Explain QOC design rationale.

4) Imagine you have been asked to produce a prototype for the diary system. What would be an appropriate prototyping approach to enable you to test the design using the usability metrics specified, and why?

1. Process-oriented design rationale is interested in recording an historically accurate description of a design team making some decision on a particular issue for the design. Structure-oriented design rationale is less interested in preserving the historical evolution of the design. Psychological design rationale is mainly a process-oriented approach. The activity of a claims analysis is precisely about capturing what the designers assumed about the system at one point in time and how those assumptions compared with actual use.

2. When design rationale is subjective, and there is no cohesive thinking within the design team, it may get rejected sometimes for lack of time to achieve the vision, sometimes due to lack of common skills among executing designers working on the same product.

3. Design Space Analysis is an approach to representing design rationale. It uses a semiformal notation, called QOC (Questions, Options, and Criteria), to represent the design space around an artifact.

4. Interactive prototypes are a great way to implement usability testing into the early stages of software development.