

## CS 352 Activity #2: Analysis of An Application Using the Design Principals

Note: This is an individual assignment, not a group assignment

Your goal is to apply the design principles of visibility, feedback, constraints, consistency, affordance (we covered them in Module 1)

- Select any software that already existed. It could be something you have helped to write (e.g., for a class or work), but any other commercial or open source software is ok too. It can have a very simple or very complex user interface. Include one or more screenshots of the user interface.
- For each design principle provide a concrete example of how the software's UI **supports** that principle. Be sure to justify why you are saying that the example supports that principle (3-5 sentences per principle). You can also include screenshot of the UI that shows how it supports the principal. If nothing about your UI at all supports a design principle, you can say so, but you must write a justification for that as well.
- For each design principle, provide a concrete example of how the software **violates** that principle (with justifications: 3-5 sentences per principle). You can also include screenshot of the UI that shows how it violates the principal. If nothing about your UI at all violates a design principle, you can say so, but you must write a justification for that as well. Any suggestion for improvement?

You should be able to come up with at least 2 pages, feel free to include images if you wish. Please submit a .pdf file to Canvas for Activity 2.