

**CS361: Assignment 4: UI Design with the Inclusivity Heuristics (for Milestone #1)**

**Overview**

Part 2 of your plan for Milestone #1: Design your UI. 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:

* Show **every** screen / **user-facing view**
* Indicate **what** users can interact **with** (Ex: make buttons look buttony)
* Indicate **how** users interact if it’s not obvious (Ex: arrows to show an element can be rotated)
* Indicate **what happens** when users interact (Ex: a modal appears)
* 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. (but don’t design a robot if you can’t implement a robot during the remainder of this term!)

You can change your design later if you want to.

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

|  |
| --- |
| *Please see "ui-prototype.txt", attached in the assignment text field below this document.* |

* How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)
* **How your design reflects heuristic 1 (Explain the *benefits* of using new and existing features):** *I opted to mark the "Help" option as "New!" to give the prototype a feel of having both existing and new features. The benefits of selecting this option include getting more information about VA Finder, and some search tips that might make the experience go a little smoother. "Search" and "Help" feature benefits are explained in the introduction on the home page when the app starts.*
* **How your design reflects heuristic 2 (Explain the *costs* of using new and existing features):** *The main cost that I can think of for using either search would be time spent if a match isn't quickly found. Stating in the introduction that the searches will give the top five respective matches will encourage users to be specific with their search terms. Users are also warned that selecting Exit will close the program.*
* **How your design reflects heuristic 3 (Let people gather as much information as they want, and no more than they want):** *By adding the "Help" option, users can either try searching using either option, or read more about how searching works before they get started. This option is also good for tinkerers to fall back on if they aren't getting the results they wanted.*
* **How your design reflects heuristic 4 (Keep familiar features available):** *Keeping the main menu on every page where there is only output is my way of keeping familiar features available. On pages where there are other options that could be selected (the intermediary search pages with five search results), there is an option to return to the main menu.*
* **How your design reflects heuristic 5 (Make undo/redo and backtracking available):** *If a character or voice actor search does not yield the match that a user is looking for in the five given results, the user has the option to go back to the main menu to try the search again.*
* **How your design reflects heuristic 6 (Provide an explicit path through the task):** *For each search option users are guided through the search process. The instructions and options are clear at each step (option to search character name or voice actor name --> select the correct result from list). Also, as a user scrolls through the options, the line that is currently selected will change color so that the selection is apparent.*
* **How your design reflects heuristic 7 (Provide ways to try out different approaches):** *The final goal for each search option is the same: a list of characters that a voice actor voices for. There are two ways to accomplish this goal, searching directly by the voice actor's name or first searching for a character to get the voice actor's name.*
* **How your design reflects heuristic 8 (Encourage tinkerers to tinker mindfully):** *The instructions and introduction give enough information for tinkerers to just go off and start searching if they choose to, but if the searches aren't yielding the desired results, tinkerers are encouraged to check the "Help" section in the "no results found" page. At this stage, though, there is not anything else that I feel is necessary to warn tinkerers about.*

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.