CS352 Usability Engineering
Unit 1.2: HW #1: Design Principles
Due on Sunday, end of week 1
(Individual assignment, 10 points)

Objectives:

Be able to recognize proper and improper UI features according to UI design principles.

For course learning objectives: 1 and 6.

Directions:

Apply the design principles of **visibility**, **feedback**, **constraints**, **consistency**, **affordance** from Section 1.6.3 of your textbook to an existing piece of software:

- Select any software that already existed. It can be something you helped to write (eg, for a class or work), or commercial or open source software. It can have a simple (eg, just text questions and answers) or complex user interface. Include one or more screenshots or sketches to be referred to below.
- For each design principle in Section 1.6.3, provide a concrete example of how the software's UI <u>**supports**</u> that principle. Do this by referring to specific things on that picture. Be sure to justify why you are saying that the example supports that principle (3-5 sentences per principle). (If nothing about your UI at all supports a design principle, you can say so, but you might have to write a lot more to justify that.)
- For each design principle, provide a concrete example of how the software <u>**violates**</u> that principle (with screenshot, justification, etc., as above). (If nothing about your UI at all violates a design principle, you can say so, but you might have to write a lot more to justify that.)

Important hint:

Check the "**Design Principles**" resource (Canvas -> Modules -> Resources -> Design Principles) to be sure you're on the right track on this assignment.

What to turn in:

A pdf file or web page with your answers.

Grading (10 points):

- 5 points (1 points each) for providing valid examples of how the software's UI supports these 5 principles and 5 points (1 points each) for valid examples of how the software violates them.
- Each example must be clearly pointed out in the UI you have chosen to get full credit. If the example doesn't clearly explain exactly how the UI supports/violates of the design principle, no credit is given for that example.