

School of Electrical Engineering and Computing
SENG2260 – Human-Computer Interaction

Lab 4: Interface Appearance

Week 5

For your project:

Continue the design of your group project by doing the following:

User analysis: In Lab 3 you described your user group in terms of characteristics and behaviours. Now consider these users interacting with your interface. What will be the environment? How much attention will they be giving to what they are doing? What would be their (probable) emotional state? What would you **like** their emotional state to be? Why?

Interface appearance: Keep in mind your goals – both usability and user experience. Most likely usability will be the most important so be prepared to have to make compromises on user experience. With regard to your responses to the user analysis, how would you engineer your design so as to generate the required emotional state? Where would you like user attention drawn at each stage of the interaction? What can you do to encourage the users to follow through with an action?

When conducting the above analysis and design, keep in mind the specific examples of the tasks and scenarios you were developing in Lab 3.

As your initial testing interface will be low fidelity you will not be concerned with such factors as colours, animations and what fonts to use. They will be considered in the higher fidelity iterations. However, you will need to consider, at this stage, whether to use buttons or sliding scales, text boxes, checkboxes, floating or fixed objects, drop menus etc., as well as where to place these elements.

What to do

In your project group, define your interface design.

Consider how differences in the interface appearances may impact the tasks identified in Lab 3.

List any **positive** and **negative** issues that you think might impact user interaction.

The analysis you perform here will be part of your project report.