CO1111
Computing Skills
Lab Session 2 – Design & Usability
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In todays lecture we looked at 4 key principles of Usability: Mapping, Affordance, Feedback and Constraints. We also explored Context of Use and how this has an important impact on the design of your app.

Todays Task:

This should be carried out individually. Finish implementing your quiz app from yesterday, then extend your app so that it provides informative feedback through the appropriate use of:

- Notifications.
- Audio feedback.
- Non audio/visual feedback (vibration).

Also think of other ways that you could improve the overall design of your app carefully considering your apps context of use, such as:

- your choice of colour scheme
- the layout and size of your buttons
- Constraints you can place on your app to stop the user making mistakes and reduce errors.
- Using text to speech to provide verbal feedback/prompts for the visually impaired
- Allow the user to correct any errors they make

When you have finished this notify your tutor and explain your design decisions to them. They may then award you a maximum of two points for your team. When this is complete you can work in your teams on the weekly challenge.

Weekly Challenge

To meet the minimum specification your application should:

• Allow the user to choose a category of questions.
• Allow the user to decide how many questions they will answer (5, 10 or 15).
• Display the questions and allow the user to select an answer.
• Show a running score.
• Have a high scores table showing the top ten scores which is saved to TinyWebDB.
• Have a well designed user interface.

There are many ways to enhance your application. Topics will be covered in Lectures and within Labs which should give you ideas. As always it is better to have something simple that works rather than something impressive that doesn't!