Cover Page
COMPSCI 345 / SOFTENG 350 Human-Computer Interaction

Assignment Three: Realizing a Design

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Place this page in the front as the first page of your document that you are submitting to Canvas

Part A - Walkthrough

This prototype draws heavy inspiration from the paper prototype our group completed for assignment 2. The domain is Art-History and the subdomain is Renaissance painting.

The main work section is divided into three pages, *Edit Assignment, View Resources,* and *View Feedback.*
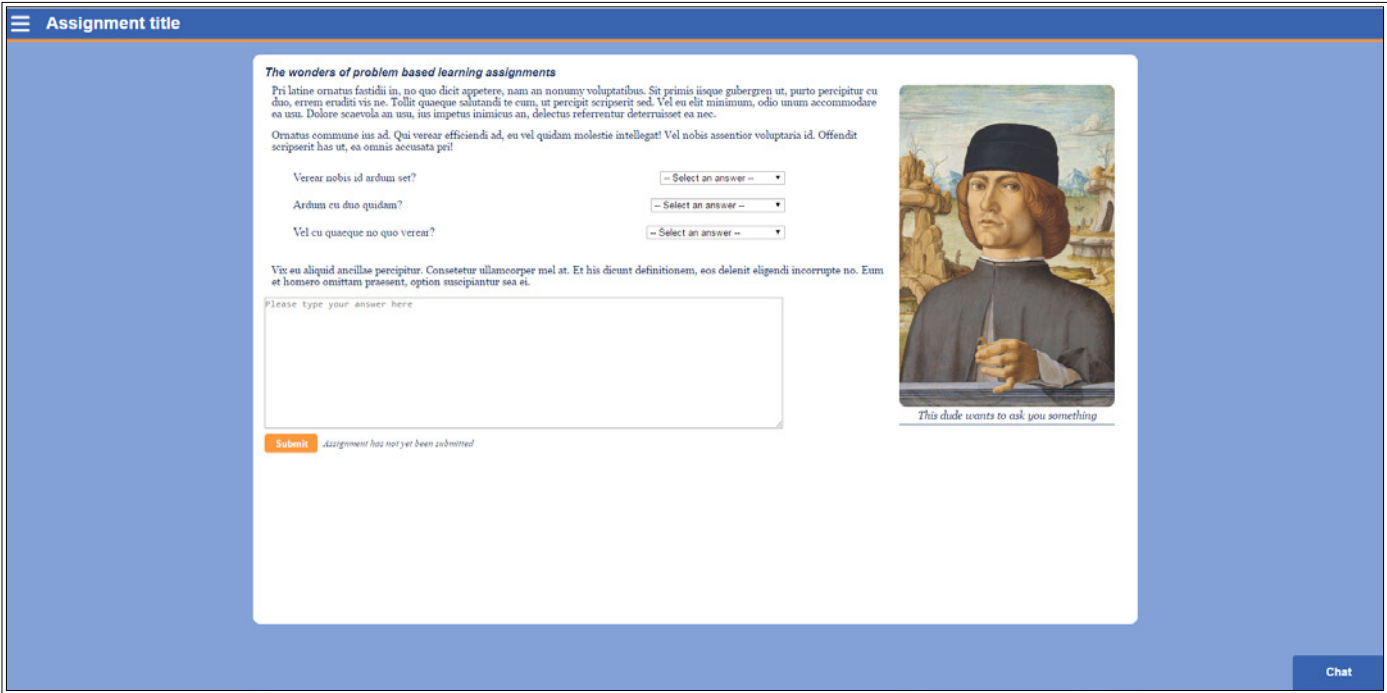
This page is the *Edit Assignment* page, here students are given a scenario to read along with some multiple choice questions and a short-answer question which they will type an answer for.

Students will be able to submit multiple times, and the page provides feedback near the submit button so they can keep track of when they have last submitted.
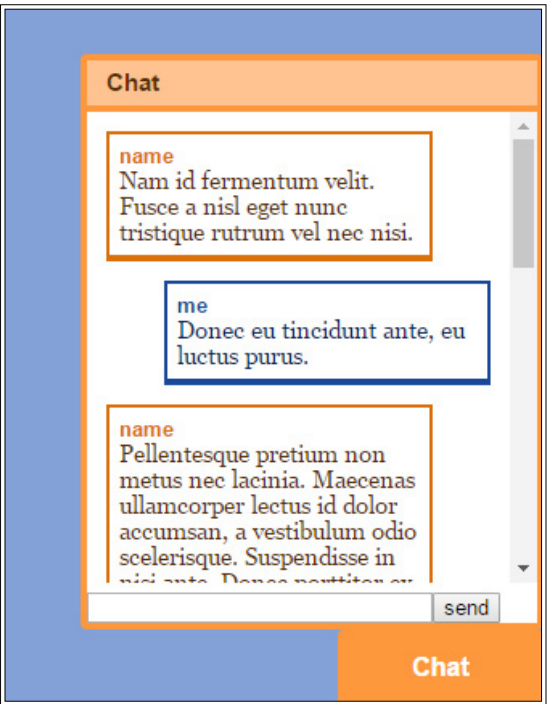

Key to the collaborative experience is the ability to chat to your peer group.

The navigation menu uses a standard menu logo for high identifiability.

Here users can navigate to the three main areas of the platform, as well as view context-aware options such as *Undo, Redo,* and *Request Feedback* when in the *Edit Assignment* page.

The navigation menu also has global controls/links such as *Back*, and *Mute Notifications.*
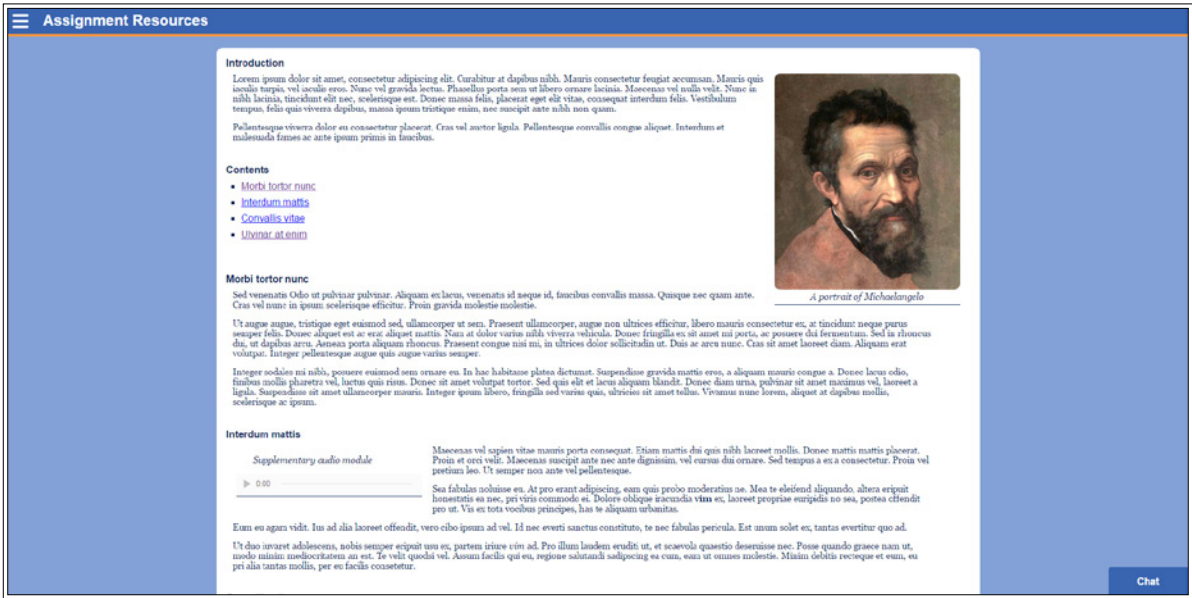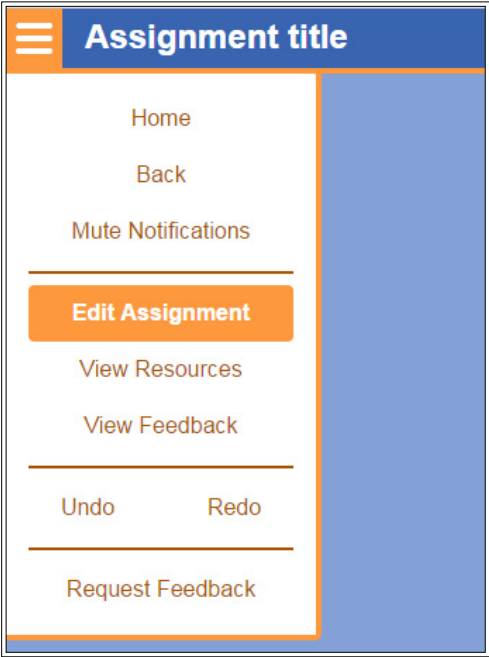
Here we can see the *View Resources* screen. This provides students with quick access to course materials which are directly relevant to their assignment. It includes a contents menu, an attractive layout of text and images, as well as support for HTML5 audio/video elements.
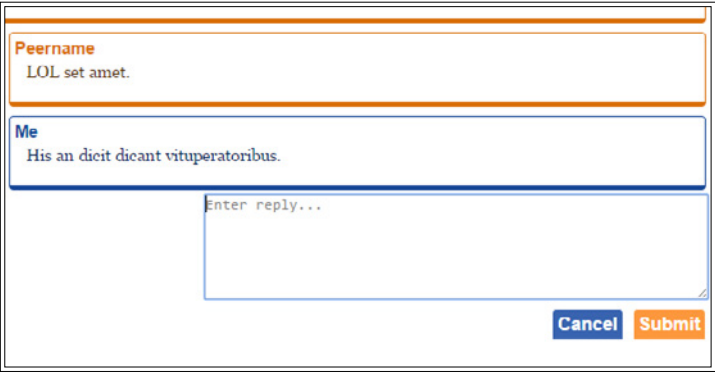
This section shows users feedback from their peer group as a collection of threaded comments. Users may reply to comments on their own assignments.

Out of Scope
Home page
Notifications regarding peer feedback
Undo/Redo
Peer interaction outside of recieved feedback
Assignment validity checking
Teacher feedback/grading

Feedback provided is canned when not dependent on user input.

Part B - Colour scheme

The colour scheme used is a Dichromatic scheme which leans heavily towards monochromatic. The colours used are easy to differentiate with any form of colour blindeness except total.

The base hue which occupies the bulk of the real estate is blue.

The second hue is a vibrant orange, which is almost the direct complement to the blue I have used. Its use is much more directed than the blue. It is used for navigation and for elements which have a high degree of interactability. It signifies action and active states.

Colour is also used to differentiate between a users posts and the posts of their peer group.

Clashing has been minimised by using ample white between the majority of instances of the complemenatary colours.

Various shades and tints have been used.

RGB: 121, 152, 210

Body background

RGB: 47, 89, 168

Banner background,
Inactive Chat button,
Cancel comment button.

RGB: 19, 62, 142

Border for Self-sent messages, comments

RGB: 10, 33, 77

Base text colour,
Text for self-sent messages, comments

RGB: 255, 189, 135

Chat header background

RGB: 214, 101,   8

Border for other messages, comments

RGB: 255, 164, 88

Hover colour for navigation elements

RGB: 163, 74,   0

Text in Navigation menu,
Horizontal rule in Navigation menu.

RGB: 253, 142, 51

Banner border, Active navigation element,
Navigation menu border,
Actvie Chat Submit comment.

RGB: 77, 37,   3

Text for self-sent messages, comments

Part C - Border scheme

A strong border is used to seperate the Navigation menu, Title banner, and Chat window from the body of the app. This makes these elements appear above the rest of the site signifying the nagivation and control aspects of this part of the app.

For body copy such as the assignment question and the supporting resources, grouping has been achieved primarily by use of ample margins. The exception here is with the inset images, which have a border below their caption. This is nessecary because the type of content is the same for the caption as is for that which flows around it, text.

Headings have been seperated from body paragraphs by margins as well, headings have less of a left margin which makes the paragraphs appear to be inset slightly. This makes it easier to scroll through a page with multiple sub-sections and find their headings very quickly.

Feedback comments and chat messages are grouped with borders which are thicker on the bottom, this gives the eye a clear limit point without having thick borders visually pollute the entire page.

Threads are seperated from eachother by margin space. Comments in a thread are right aligned and form a group by having a common fate regardless of the length of their content.

Common fate was also used in the chat window to help seperate sent and recieved messages. This is vital as the other seperating factor is colour which some people may have trouble diferentiating between.

Part D - Font scheme

Helvetica Bold	**Helvetica Bold** ACEIÅÇËÎĄČĐĚŁŃŻ aceiåçëîąčděłń	Used for Headings or interactive buttons outside of the navigation menu.
Helvetica	OPQRSTUVWXYZÀ ÅÉÍÕabcdefghijklmn	Used for navigation menu items.
Georgia	OPQRSTUVWXYZÀÅ abcdefghijklmnopqr	Used for body copy.
Georgia Italic	*NOPQRSTUVWXYZ abcdefghijklm*	Used for captions
Georgia Bold	**ABCDEFGHIJKLMNOPQRSTUVWX abcdefghijklmnopqrstuvwxyz**	Used for praising our lord and saviour VIM.

I chose georgia for the body copy font to begin with for two main reasons: it is a widely available font, and it has good legibility even at small sizes. The font size is not smaller than usual for the platform, but for anyone with minor visual impairment it is likely to help them access the content provided.

A sans-serif font was chosen to contrast with Georgia so that links and headings would pop out and be clearly identifiable. This is most important for finding headings on a page filled with content. Helvetica is also a widely available font, being one of the most widely used sans-serif fonts and used regularly for signage because of its good legibility at a distance. That property makes it appropriate as a heading typeface for the platform.

Part E - Resources used

The following three paintings were used as filler material, they are all in the public domain.

https://commons.wikimedia.org/wiki/File:Francesco_del_Cossa_027.jpg

https://commons.wikimedia.org/wiki/File:Miguel_%C3%81ngel,_por_Daniele_da_Volterra_(detalle,_brightened).jpg

https://commons.wikimedia.org/wiki/File:Mona_Lisa-LF-restoration-v2.jpg

Thank you for your time.