Cover Page

COMPSCI 345 Human-Computer Interaction

Assignment Three: Realizing a Design

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<u>Note</u>: To ensure a fair playing field for all students in the class the University of Auckland will not tolerate cheating or assisting others to cheat, and views cheating in coursework as a serious academic offence.

Student Declaration:

- I declare that this work is my own work and reflects my own learning.
- I declare that where work from other sources (including sources on the world-wide web) has been used, it has been properly acknowledged and referenced.
- I understand that my assessed work may be reviewed against electronic source material using computerised detection mechanisms.

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

Table of Contents

CONTEXT	3
DOMAIN/SUB-DOMAIN	3
USER	
Јони	3
KANE	3
TANGELO (VIEWPOINT USER)	3
MOMENT	3
WALKTHROUGH	4
Assignment	4
CHAT	5
PEER REVIEW/DISCUSSIONS	5
PROTOTYPE SCOPE	6
DESIGN DECISION	
COLOUR SCHEME	
BORDER SCHEME	
FONTS SCHEME	g
On MacOS	g
On Windows	g
FALL-BACK	
RESOURCES USED	10
FONT AND ICONS	
IMAGES	
POOTSTRAD VA COMPONIÇAIT	10

Context

Domain/Sub-domain

Domain: Art History

Sub-domain: Movement of modern art from Renaissance to Contemporary Art.

User

John

Location: Auckland, New Zealand

Education: Secondary student at ACG senior

Kane

Location: Auckland, New Zealand

Education: Secondary student at ACG senior

Tangelo (viewpoint user)

Location: Auckland, New Zealand

Education: Secondary student at ACG senior

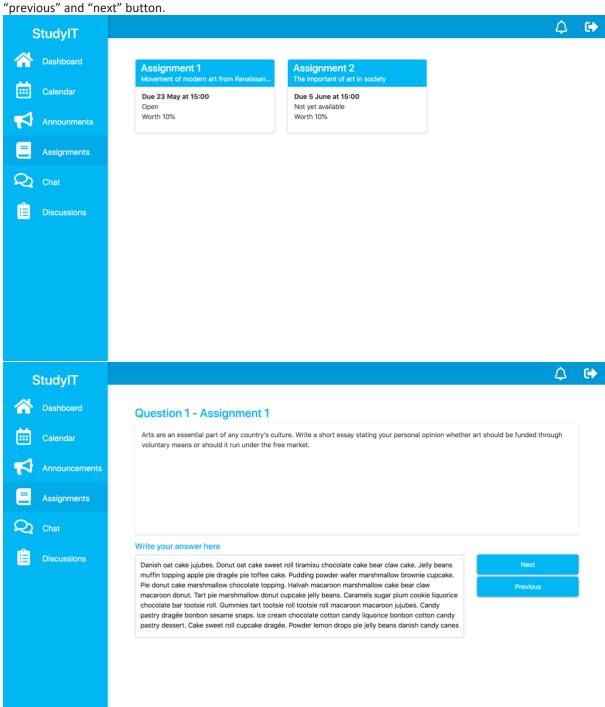
Moment

Tangelo (the view point user) and her group peers (Kane and John) are currently doing their Art history assignment 1 titled "Movement of modern art from Renaissance to Contemporary Art". They all have a version of their ongoing work posted on the discussion page for peer reviewing and are actively exchanging ideas on the group chat.

Walkthrough

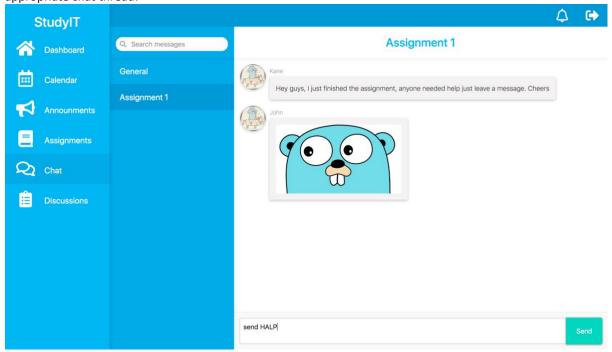
Assignment

The user Tangelo can do her assignment by clicking on the assignments tab button on the sidebar, which take her to the assignment page. She can read the assignment specifications and cycle through questions using the "previous" and "payt" button



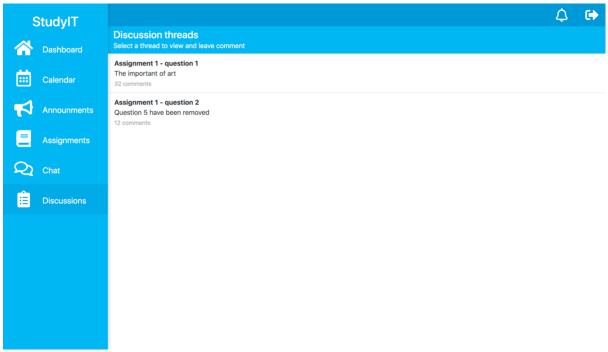
Chat

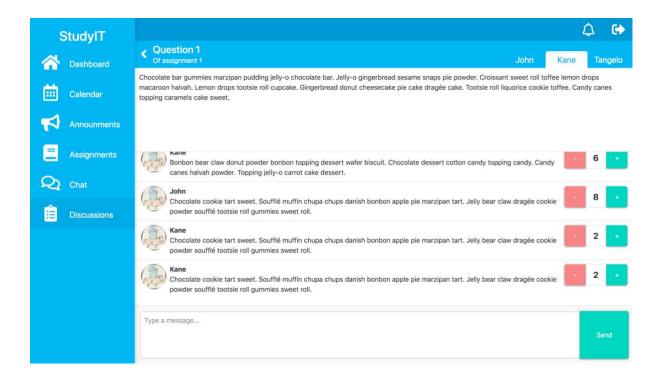
If help is needed, she can go to the group chat by clicking on the chat button and leave a message on the appropriate chat thread.



Peer review/discussions

Tangelo can review her peers work by going to the discussion page, here she can select the question that she wants to review, switch between her peers' work and leave a comment as well as upvote or down vote the others comments.





Prototype scope

As this is only a prototype there are out of scope functionalities that will not be implemented. Pages for calendar, announcements and the top bar icon for showing notifications will not be implemented as they are not covered by the domain and serve no purpose in this walkthrough. The viewpoint user submission (for peer review) is already included in the dummy data and will not be updated when completing assignment in the walkthrough.

Design decision

Colour scheme

colour	Rgb(x,y,y) value	Description
	rgb(3,169,244)	Sidebar, panel header background, header font colour, default button
	rgb(3,155,229)	Sidebar active/hover, Sub menu side bar
	rgb(2,136,209)	Top navigation bar, Sub menu side bar active/hover
	rgb(2,209,178)	Confirmation button, positive button, outgoing chat message
	rgb(238,110,115)	Critical highlight, negative button
	rgb(255,241,118)	Important highlight
	rgb(241,240,240)	Incoming chat message
	rgb(247,247,247)	Textarea input background
	rgb(255,255,255)	Navigation panel text, panel header font colour

Border scheme

Relevant information is categorised and organized into section of panels. A panel consist of a header which either use a distinctive background colour (*figure 2.2.1*) or font colour (*figure 2.2.2*) to separate it from the content body. A thin border is used with raised shadow effect to make the panel pop out, further capturing user attention.

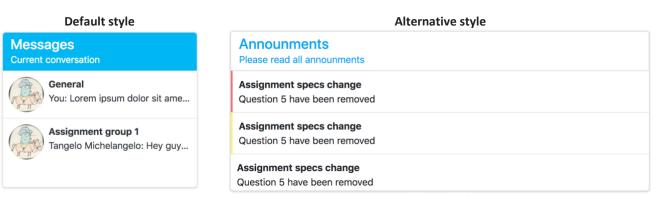


Figure 2.2.1 Figure 2.2.2

The design employs a consistent use of subtle colours differences and soft shadow to define border between elements (*figure 2.2.3*). The combination of which give users the perception of working on tactile surfaces (*figure 2.2.4*). The number of surfaces is limited to 2 levels of elevation (with few exceptions) as anymore will likely cause confusion and confliction with the subtleness of the design language. Element will employ a flat design (*figure 2.2.5*) if raising it violate the previous rule.

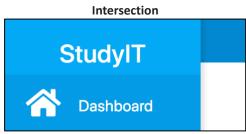


Figure 2.2.3

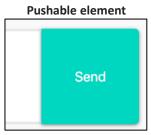


Figure 2.2.4

Flat design



Figure 2.2.5

Fonts Scheme

The design use default system font of the viewing OS with "Helvetica" as the fall-back font.

On MacOS

Font Name	Font Style	Example	Description
San Francisco	Default 16px	General	General text
	Bold 16px	Question 1	Text heading
	Default 20px	chat	Menu/sidebar item
	Bold 24px	Reading list	Section/panel Heading
	Default 16px	something	Sub heading
	Bold 32px	Study	Logo
	Regular 14px	16 comments	Footer and note

On Windows

Font Name	Font Style	Example	Description
Segoe UI	Default 16px	General	General text
	Bold 16px	Question 1	Text heading
	Default 20px	chat	Menu/sidebar item
	Bold 24px	Reading list	Section/panel Heading
	Default 16px	something	Sub heading
	Bold 32px	Study	Logo
	Regular 14px	16 comments	Footer and note

Fall-back

Font Name	Font Style	Example	Description
Helvetica	Default 16px	General	General text
	Bold 16px	Question 1	Text heading
	Default 20px	chat	Menu/sidebar item
	Bold 24px	Reading list	Section/panel Heading
	Default 16px	something	Sub heading
	Bold 32px	Study	Logo
	Regular 14px	16 comments	Footer and note

Resources used

Font and icons

Font awesome: https://use.fontawesome.com/releases/v5.0.13/css/all.css

Images

Dummy user image: http://ipengineer.net/wp-content/uploads/2016/07/gophercloud.png
Dummy chat image: https://pilsniak.com/wp-content/uploads/2017/04/golang.jpg

Bootstrap v4 component

Container Row Column