Cover Page

COMPSCI 345 Human-Computer Interaction

Assignment Three: Realizing a Design

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Note: 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

# Context

## Domain/Sub-domain

Domain: art

Sub-domain:

## User

## Moment

# Walkthrough

# Design decision

## Colour scheme

|  |  |  |
| --- | --- | --- |
|  | #03a9f4 | Sidebar, panel header background, header font colour, default button |
|  | #039be5 | Sidebar active/hover, Sub menu side bar |
|  | #0288d1 | Top navigation bar, Sub menu side bar active/hover |
|  | #02d1b2 | Confirmation button, positive button, outgoing chat message |
|  | #ee6e73 | Critical highlight, negative button |
|  | #fff176 | Important highlight |
|  | #f1f0f0 | Incoming chat message |
|  | #f7f7f7 | Textarea input background |

## 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 (the default style) or font colour (alternative style) 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.

|  |  |
| --- | --- |
| **Default style** | **Alternative style** |
|  |  |

The design employs a consistent use of subtle colours differences and soft shadow (figure 2.2.1) to define border between elements. The combination of which give users the perception of working on tactile surfaces. The number of surfaces is limited to 2 level of elevation as anymore will cause confusion and confliction with the subtleness/flatness of the design. Element will stay flat if raising it will cause violation of the 2 elevations rules (*figure 2.2.3*).

|  |  |
| --- | --- |
| **Intersection** | **Active element contrast** |
| Figure 2.2.1 | Figure 2.2.2 |
| **Flat design** | |
| Figure 2.2.3 | |