

## Assessment 1: Journal Assignment (Individual)

### The aims of this assessment are:

- To develop your sensitivities and observations about how people use technology in their everyday activities and how well the technology suits its use;
- To develop your skills in using appropriate design vocabulary to articulate the various issues around the design and use of technology from the perspective of its usability and usefulness
- To develop your capacity to describe in detail how (i) the appropriate use/application of design/usability principles or (ii) the incorrect or absence of particular design/usability principles, affect people's interactions and experiences with technologies

### The task

You will write and present 4 journal entries that describe and explain successful and unsuccessful interactions between people and technology. You must record appropriate details of the interactions and then use these to develop critical analyses of the strengths and weakness of the interaction design. A template (with explanation) for the journal entries is provided on UTSONline.

Entries #1, #2, and #3 will be assessed by your peers in class guided by your tutor. Your tutor will explain and discuss the answers and guide the peer marking. Whilst marks and feedback provided for the first three journal entries will not contribute to your total subject mark, students are strongly encouraged to participate in these activities as this ensures that you will receive formative feedback that can help you improve the quality of subsequent journal entries. Journal entry #4 will be marked by your tutor. Entry #4 will be marked out of 20%. **Only students who have submitted a journal entry will be able to participate in this peer assessment exercises during tutorials.**

A template (with explanation) for completing the journal entries is provided on UTSONline in the Journals Assessment folder. An example of a good journal entry is also available. This is an individual assignment. **It is expected that students will devote 10 – 12 hours to this assignment.**

### Length of Journal entries

Entries #1, #2, and #3 is a single page journal entry. Entry #4 will be between 3-4 pages. Entry #4 must also include illustrations that support the written content.

### Focus of each journal entry

Entries #1, #2, and #3 will focus on a specific digital technology that we will prescribe. These entries will also focus on specific design principles (see table below).

- Entry #1: Feedback and Mapping.
- Entry #2: Consistency and Constraints.
- Entry #3: Visibility and Signifier.

Entry #4 must consist of at least 4 design principles that you have been taught. You must choose your own technology to write about however, you may not use any of the technologies discussed in entries #1, #2 or #3.

### Submission and due dates

You should use the template provided to write your journal assignment but feel free to modify the template to fit your needs. The template contains explanations and recommendations about how to complete your journal entries. In particular, we suggest the **Describe, Explain and Respond** approach to provide a systematic account of the interactions together with the appropriate design/usability principles.

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Create a PDF version of your journal entry and submit it to Turnitin. A Faculty Assignment Cover Page must be used every time you submit the assignment.

Journal entries #1, #2 and #3 will be returned in class. Marks for Journal entry #4 will be returned in Week 6 via Turnitin and Grade Centre.

## Summary of Deliverables:

Entry #	No. of pages	Design principles addressed	Technology	Due date	Marks
1	1	Feedback & Mapping	Duolingo (iOS or Android) <i>to undertake the first tutorial in German as a casual beginner</i>	Before tutorial Week 2, upload to Turnitin and hardcopy to class	n/a
2	1	Consistency & Constraints	Tripview (lite)	Before tutorial Week 4, upload to Turnitin and hardcopy to class	n/a
3	1	Visibility & Signifier	Coles or Woolworth self-checkout	Before tutorial Week 4, upload to Turnitin and hardcopy to class	n/a
4	3-4	Your choice of at least 4 different design principles	Your choice of technology. Must be digital technologies, however, not of the ones from above	Before tutorial Week 5, upload to Turnitin. <b>Do not bring printed copy to tutorial.</b>	20%

## Assessment Criteria and Marking:

Journal entry #4 will be assessed based on the following criteria:

1. Thoroughness of the description of use
2. Inclusion and appropriate use of images and/or illustrations depicting the interactions with clear labels and annotations
3. Correct identification of design principles in action, and accurate explanations of how they affected the interactions
4. Depth and quality of the critique

To receive a HD (20%) you must present a very well written, thorough, clear and insightful critique that meets *all* the criteria at an outstanding standard

To receive a D (17%) you must present a well written, clear and thorough entry that meets *all* the criteria at a very good standard

You will receive a C (15%) if you present an entry that is reasonably well written and the content meets *most* of the criteria at a good standard

You will receive a P (12%) if you present an entry that is difficult to understand but meets *most* the criteria at a satisfactory standard

You will receive a Borderline (10%) if you present an entry with content that just barely meets the criteria satisfactorily

You will receive a F (5%) if you attempt and deliver an entry but the content does not meet any of the criteria satisfactorily

## Academic Misconduct:

The University's rules regarding academic misconduct can be found at:

<http://www.gsu.uts.edu.au/rules/16-2.html>. The academic standards outlined in the subject outline apply to this assignment