

Welcome Back, Elias!

Search for Courses...

Q

Sheridan Courses:

INFO 31179 Human Computer Interaction

SYST 30025 Software Engineering

INFO 47546 Theory of Computation







8:32





···· → →



Human Computer Interaction

Course Code: INFO 31179

Time: Monday, 8:00AM - 11:00AM

Professor: Ghassem Tofighi

Session: Remote

Credit Value: 3.0

Total Hours: 42.0

Assignment #1 >

Assignment #2 >

Assignment #3 >





Due: Feb. 2

Assignment #1

Learning Objectives

The learning objectives of this assignment are:

- Learning a prototyping software
- Learning the testing and evaluating procedure of a software

Assignment Steps

P1) Create a sample prototype using Figma (70%)

- · Review the contents of Module 1
- Install Figma and activate your educational license with your Sheridan email address
- Watch <u>this LinkedIn Learning course</u> completely and perform all activities
- Design a clickable mobile app prototype (Add navigation to your Figma prototype as it is described in these video tutorials. to make your prototype interactive and clickable) with at least 5 different screens using Figma based on what you learned from the LinkedIn Learning course with the following features (You just design the prototype, no programming is required!):
- · Sheridan Courses App
- Your goal is designing an intuitive mobile application for courses at Sheridan College. In addition to college

8:32



All Chats:

Search for Chats...

Q

INFO 31179 **Human Computer Interaction**

Hello Everyone! You 8:57am

SYST 30025 **Software Engineering**

Hi! John Doe 8:51am

INFO 47546 **Theory of Computation**

Welcome! Marie Belle 8:42am

PROG 34104 **Distributed Mobility**

Hello! You 8:33am

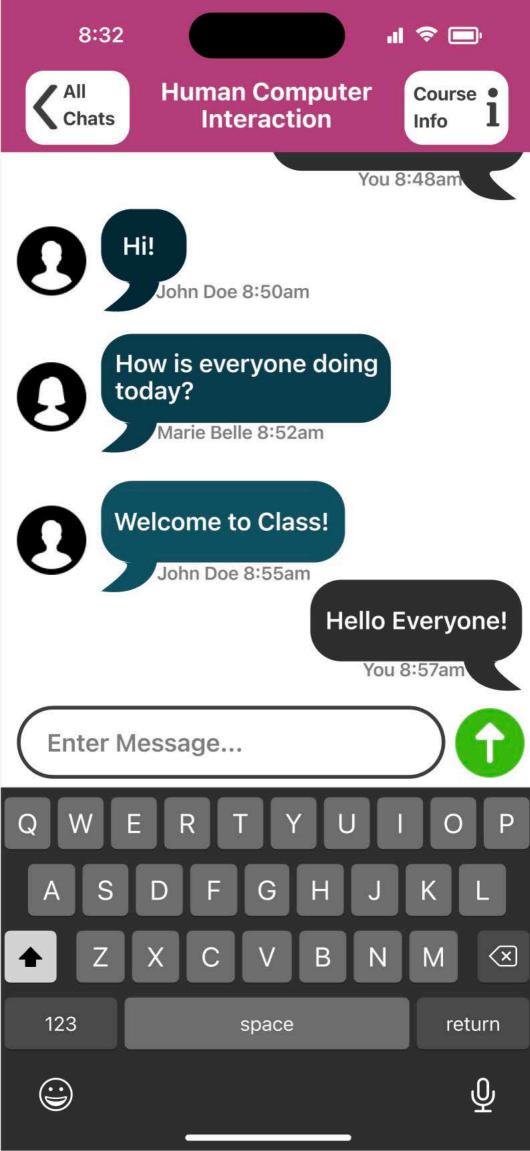
INFO 47035 **Entrepreneurship**

How are you? John Doe 8:57am











Settings

Hands Free Mode: OFF

Language: EN

Provide Feedback







8:32



Feedback

Cancel

Please enter feedback here...

Submit Feedback

Q W E R T Y U I O P
A S D F G H J K L

Z X C V B N M

123 space





return