

NM4226

HCI and Interactive Arts/Entertainment Design

Assignment 1 (10%)

For this assignment, you will be exploring the problem of designing for affect (emotion) and aesthetic response. You will do this by designing a simple interface for *telling stories using your photos on social media*.

Propose both the interface by which someone can *create* a story out of their photos, and the interface by which friends can *read* the story. As you develop the design, consider the *emotions* involved in the story, and the *aesthetic experience* of interacting with the story. Present the design proposal as a visual flowchart, clearly indicating the flow of interaction and the design of the interface.

Together with the design proposal, you will write a short *reflection* discussing how you approached the design. Discuss 1) how you determined what the system should *do*, and 2) how you would *evaluate* your design. Justify these points and explain the assumptions underlying your design process and your proposed evaluation process, with reference to the readings from weeks 2 and 3.

Deliverables

1. Description of your design:

A short (1-2 paragraph) description of the design, describing your overall approach and intentions, the target platform, and any other information which may help to clarify your design.

2. Visual flowchart:

A visual presentation of your design. Your flowchart should include:

- Visual flow of the *editor* interface, including annotations explaining any interactive elements
- Visual flow of the *reader* interface, including annotations explaining any interactive elements.

3. Reflection:

A short (500-word) reflection on your response to the design brief.

All three items should be included in a single file (.doc or .pdf), and uploaded to the IVLE workbin by **23:59, Sunday, 3 February, 2013**. Be prepared to share your designs with the class in week 4.