

Tutorial Letter 102/01/2020

Human Computer Interaction INF3720

Semester 1, Assignment 1

School of Computing: Information Systems

IMPORTANT INFORMATION

Please register on myUnisa, activate your myLife e-mail address and make sure that you have regular access to the myUnisa module website for INF3720

Note: This is an online module and therefore it is only available on myUnisa. However, in order to support you in your learning process, you may also receive some study material in printed format.

BARCODE



Assignment 01**(Covering 5th edition, Chapters 1, 2, 3, 5, 6 / 4th edition, Chapters 1, 9, 2, 4, 5)****Total score = 80 marks (100%)****Due date for Semester 1: 27 February 2020**

Answer the following questions. Do all the questions and submit before the due date. Follow the instructions in Tutorial letter 101 when submitting the assignment.

Note: Your answers per question should be short. Submit your assignment through myUnisa. Assignments must be uploaded in PDF format before the cut-off date (no other format or submission channel will be accepted). Students who submit their assignments beyond the due date will incur 10% per day deduction for late submissions. Please note that answers that have been copied from the textbook or other sources will receive zero marks. If you have to use a direct quotation such as to quote a specific definition, use quotation marks and reference the citation properly. All assignments must be typed. No written assignments will be marked.

Question 1**Total: 20 marks**

- 1.1 Give a definition of interaction design. (1)
- 1.2 List and define four design principles. (4)
- 1.3 Identify and describe five of the goals of usability briefly. Also provide one positive or one negative comment regarding the usability of myUnisa that you have experienced for each of the goals. (15)

Question 2**Total: 20 marks**

Assume that you have been asked to plan the lifecycle of the interactive design for a local town's electronic library system.

- 2.1 List and define the four basic but essential activities in the process of interaction design. (8)
- 2.2 Draw a diagram that shows the flow between the activities in a typical interaction design lifecycle model. (8)
- 2.3 Apply these activities to the electronic library system mentioned above. (4)

Question 3**Total: 20 marks**

3.1 Explain the following terms with respect to interaction design and give an example of each:

3.1.1 Paradigm (2)

3.1.2 Vision (2)

3.1.3 Theory (2)

3.1.4 Model (2)

3.1.5 Framework (2)

3.2 For this question, you need access to a load shedding app on a smart phone, or a load shedding app using a web browser connected to the Internet (call it “LSHED” for the purposes of this question answer, but please make a note stating which real life app/website you have used). Assume that the management of the LSHED company has recently decided to revamp the app/website. It should have a new, fresh look and some new or improved functionalities. Visit LSHED and briefly familiarize yourself with the existing functionalities and the way a user can interact with it.

Discuss the purpose and core components of conceptual models, and apply these components to the case study by suggesting new or improved functionalities or layout.

Use the following table structure: (10)

I have used the following real-life load shedding app/website:		
Purpose of conceptual models:		
Core components	Discussion of component	Application of component
1.		
2.		
3.		
4.		

Question 4**Total: 10 marks**

Discuss remote conversations (telepresence) and co-presence as areas where computer-based tools and services support people who cannot be physically present during a meeting or social gathering. Apply the concepts by proposing to a distance education university how these concepts could be used to replace face-to-face classes.

Use the following table format for your answer.

(10)

	Type of support	Application - distance education
Remote conversation 1		
Remote conversation 2		
Remote conversation 3		
Co-presence 1		
Co-presence 2		

Question 5**Total: 10 marks**

With reference to emotional interaction, compare pleasurable interfaces (and other positive design elements) with annoying interfaces (and other negative design elements).

Use the following table format:

(10)

Design element	Pleasurable interfaces	Annoying interfaces
a) Visceral design		
b) Behavioural/reflective level		
c) Feedback-level		
d) Persuasive level		
e) Mood elements		

Total: 80