



CS361: Assignment 4: UI Design

Overview

Now that you have an individual project in mind, the next step is to begin your UI design.

Note: You will be asked to show this submission to your teammates.

Instructions

Complete each item below by replacing the **highlighted text** (**Usability note:** double-click the text to select it).

1. Your Cognitive Styles

- (a) Describe your **thoughts about the CSH reading** (at least one paragraph).

The CSH reading gave a very eye-opening perspective to software development. CSH gives a very holistic view of the wide range of possible user-base. While reading it, I did wonder how the different facets were discovered and whether there might be more facets out there that weren't thought of at the time of writing. The different facets of CSH offers a different way of thinking about designing a software product and more importantly, how to think about trade-offs. Although in a perfect scenario, a software should cover all the spectrums of these facets, that might not be feasible for most products. Overall, it was an enjoyable read that provides the engineer a different way of looking at his or her product.

- (b) Describe **two facet values** you tend to use when interacting with **technology**. (2+ sentences per facet value)

Facet value (e.g., comprehensive information processing)	Description of your facet value (e.g., how it manifests during your use of technology)
<i>Learning Style</i>	<i>I tend more towards the tinkering end of this facet, mainly due to impatience in learning the process before diving right into using an application. However, I have found recently that learning the process first may save time in the long run.</i>
<i>Computer self-efficacy</i>	<i>I tend more towards high self-efficacy. Although I know there are exceptions, I do feel that softwares are poorly designed if I cannot intuitively use them with</i>

	<i>the expected outcomes.</i>
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- (c) Describe a situation when one of your **facet values might change**. Be specific. (2+ sentences)

My learning style changes when I'm motivated for task completion but am unable to reach the desired function when using my natural tinkering learning style. At some point, when I don't see myself getting closer to my task, I will lean towards the other end of the learning style spectrum and search for a process that will get me to my task completion.

2. UI Design with the CSH

Create a **paper prototype** of your MVP's UI design. **Low-fidelity** is acceptable and appropriate. Make your UI design **reflect all the CSH**.

Requirements for paper prototype:

- Show **every** screen / **user-facing view**
- Indicate **what** users can interact **with** (Ex: make buttons look buttony)
- Indicate **how** users interact if it's not obvious (Ex: arrows to show an element can be rotated)
- Indicate **what happens** when users interact (Ex: a modal appears)
- Must have **no obvious violations of the CSH**. Graders will look at your work but won't spend all day scrutinizing it!

Doesn't have to be a *graphical* user interface. Can be text-based / speech-controlled / a robot / etc. (but don't design a robot if you can't implement a robot during the remainder of this term!)

You can change your design later if you want to.

- (a) Paste **scans / photos / screenshots** of your paper prototype below.

MultipleImages

TRY OUT THIS
RESTAURANT!

Diner Sign Up

Restaurant
Sign Up

FAQ

restaurant Menu

image
of menu

Randomize

Button to choose
Another restaurant

Previous

Button to
go back
to the last restaurant

Restaurant Sign Up

Home

Sign-Up as a Restaurant ↑

Name:

email(id):

Password:

Address:

Cuisine:

Menu:
Link

Brings
you back to
main page

Drop-down

Submit

Button

Diner Sign Up

Home

Sign - Up as a Diner

Name :
Email (ID):
Password:

Brings
you back to
main page

Submit

Button

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(b) How does your design **reflect each CSH**? (1+ sentence per CSH)

CSH	How your design reflects it
1	<i>Explain the Benefits of using new and existing features: The randomization feature for diners to see a restaurant menu at random takes away the chore of picking a restaurant, and then deciding whether or not that is the restaurant they want to dine at.</i>
2	<i>Explain the costs of using new and existing features: Asking diners to sign up to use the app may be add to the hassle for the diner and may cause diners to shy away from using the app when they see the sign up screen</i>
3	<i>Let people gather as much information as they want and no more than they want: The interface offers buttons at the top right corner to navigate to the different pages with a single button to randomize a restaurant choice in the main page. The app gives the user what they need with no frills.</i>
4	<i>Keep familiar features available: The submit buttons in both sign-up pages should be familiar to most users as the submit button is used in many different web pages</i>
5	<i>Make undo/redo and backtracking available: The “previous” button allows the user to go back to the last restaurant in case they accidentally clicked the randomize too quickly</i>
6	<i>Provide an explicit path through the task: The randomize button is a single button that once pressed would execute the “task” which is to display the user a new randomized restaurant. The user can decide whether they want to continue randomizing.</i>
7	<i>Provide ways to try out different approaches: The FAQ button provides a different way to learn about the app and how to use it</i>
8	<i>Encourage tinkers to tinker mindfully: The randomize button and the previous button works together to let the user explore the functions of the app and see different restaurants while still allowing them to go back and absorb the information of the previous restaurant</i>

Submission

PDF or Word format via Canvas.

Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment. You will be able to revise this assignment if you miss points.

Questions?

Please ask via Ed so that others can benefit from the answers.