# BCIT

**Comp 4952 Technical Programming 2**

**Technical Programming Option**

# Option Head Mirela Gutica

**Fall 2015**

Mark: \_\_\_\_\_\_\_\_ /100

Lab 1

**Interface Design (Stage 1): Low-Fidelity Prototype**

This is a **small team project**. The assignment should be handed-in no later than 9: 30pm Sunday September 20, 2015**. No late assignments will be accepted**.

**Requirements**:

Mandatory readings:

* The Eight Golden Rules of Interface Design (Shneiderman, 2010). <https://www.cs.umd.edu/users/ben/goldenrules.html>
* 10 Usability Heuristics for User Interface Design <http://www.useit.com/papers/heuristic/heuristic_list.htm> (Nilesen, 1994)
* Principles of Interaction Design. <http://asktog.com/atc/principles-of-interaction-design/> (Tognazzini, 2013).
* Providing Predictable Targets (Tognazzini, 2013). <http://asktog.com/atc/providing-predictable-targets/>

Assignment: Follow the instructions contained at **Stage 1: Low-Fidelity Prototype.** Start working towards your goals. Submit a draft for each document. Item 2) *A justification of a user-centered design (based on the heuristics discussed in lectures)* should be almost fully completed.

**Note:** In-class assignment (week of September 14): At the end of the lab, show your instructor substantial progress. You will be marked on your progress. This mark counts as 20% of your assignment mark.