Cover Page
COMPSCI 345 / SOFTENG 350 Human-Computer Interaction

Assignment Three: Realizing a Design

Student Name: Jordan Marsh

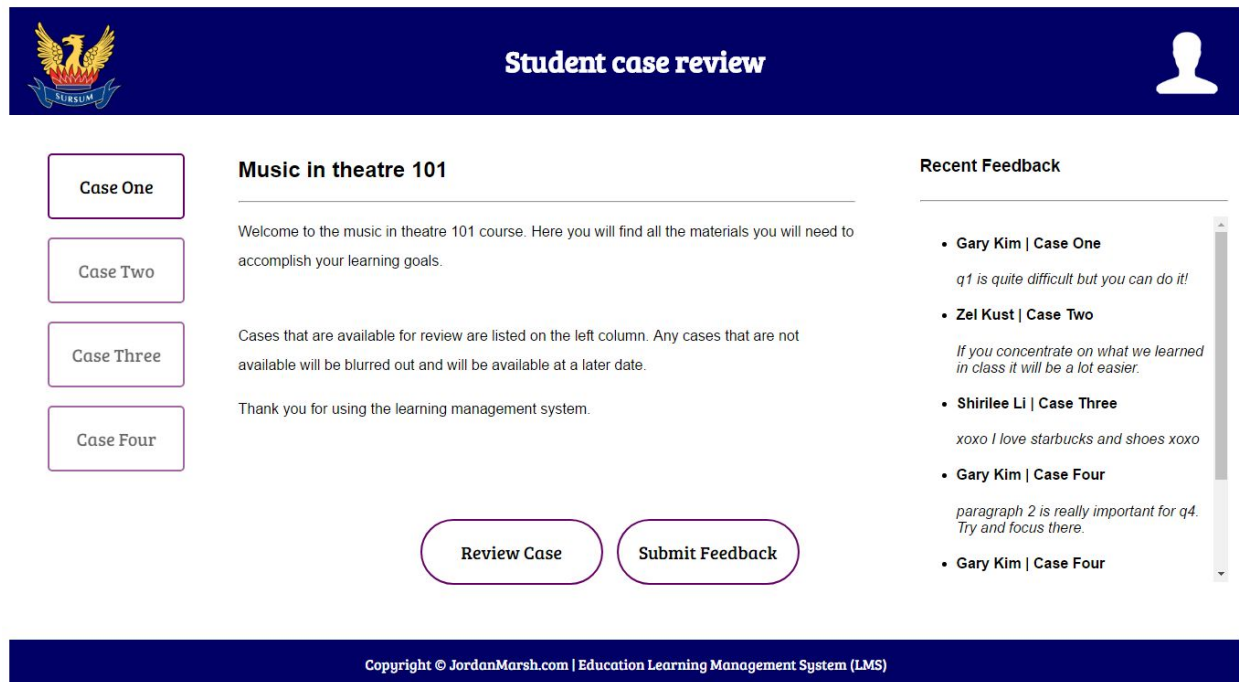**Student ID: 8396265**

Student UPI: jmar835

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Place this page in the front as the first page of your document that you are submitting to Canvas

Compsci 345 - Assignment 3

Task One - Design Documentation

(a) Walkthrough

Fig 1. Student case review page.

The UI design facilitates the case with structured questions problem-based learning approach. The domain of the UI design is drama with musical theatre being the sub-domain. From the initial 'Student case review' screen the user can view the cases located on the left column by interacting with the buttons. Any cases that are not available will be slightly opaque compared to the available cases. The recent feedback column on the right displays feedback given by students in their peer group. The user can see if any feedback was posted to them about any questions in the case and also scroll through older posts as well. Finally, the user can visit either the 'Review Case' page or the 'Submit Feedback' page by clicking on the buttons displayed at the bottom of the page. The logo in the top left corner of the screen also acts as a home screen button which is active in all other screens in the design.

Fig 2. Case review page.

The 'Review Case' page displays a case in the left column that can be interacted with by the user e.g. scrolling, zooming, quick searching by selecting page numbers and so on. On the opposite side, the questionnaire column will display a list of questions available for the user to answer. The user can then input their answer into the radio buttons provided. Once the user has completed their case review they can submit their answers and return to the home page. If user is unsure about their answers they can simply select cancel from the submit questions confirm box and be returned to the questionnaire.

Fig 3. Post Feedback screen.

The 'Submit Feedback' page consists of three columns. The leftmost column contains the answers that were submitted by a peer and that the user would like to provide feedback for. The middle column contains the text box which the user can use to type in any feedback that they would like to post. Finally, the third column simply contains the recent feedback column from the home page just in case so the user can review any other feedback that was provided before providing their own. Once the user has entered their feedback they will hit the submit button in the middle column at the bottom. The subsequent confirm box will ask the user whether they want to submit this feedback or not. Confirming will take the user back to the home screen while pressing the cancel button will close the confirm box and allow the user to make adjustments to their feedback.

'Out of scope' functions
- The user can enter and send feedback but it will not update the recent feedback column on either page.
- The user can select the disable case buttons and press the review case button which will take them to the same case screen instead of taking user's to new cases.

- The user can submit the questionnaire by answering any number of questions including none at all.
- The questionnaire data will not be recorded and hence the user is able to take the case more than once i.e. the user should not be able to review a case more than once.
- The user can select the user feedback button from the home screen but the next screen will be the same regardless of which case button was selected.
- The user can return to the home screen by clicking the high school logo but the website does not have a dedicated back button.

(b) Colour scheme

RGB: 102,0,102 Hover Button Background / Button Border

RGB: 0,0,102 Header and Footer Background

This colour scheme was selected for the website to contrast the white space in the middle of the webpage with the highly saturated buttons and header/footer elements. This design tactic ensures the user's attention is drawn to the buttons so that user's always know where the important features are located. The UI design uses an analogous colour scheme (the hues are located close to each other on the colour wheel) whilst taking advantage of the visual effect of colours with a shorter wavelength i.e. the colour scheme places less strain on the eyes of the user.

(c) Borders scheme
The first and primary aspect of the design is the division of body text (between the header and footer) into columns. This approach ensures that related content is grouped accordingly so that the user can identify and quickly learn where relevant content is located. The second aspect is the primary buttons have a curved border design. This technique is used to differentiate and emphasize the shape of the buttons from the other elements which employ a shape consisting of straight edges (columns, case buttons, case review window). The final

aspect involves dividing the column headers and the column contents with a solid line. The user can identify the contents of a column by observing the title of the column provided that the title is descriptive enough. White space is provided in between content e.g. recent feedback statements, questionnaire questions and so on to prevent eye fatigue and improve readability. The content columns also use white space in between them to group the content appropriately without confusing the user by having the body text of the columns too close together. The two images in the header banner were selected and positioned according to standard design principles of an account based website. The logo image functions as a home button while the account button would normally contain account features such as details, logout etc. but in this instance the user cannot interact with the account image.

(d) Fonts scheme

Font Name	Style Information

Bree Serif	Example: **The quick brown fox jumped over the lazy dog.**
	Role: Header, Footer and Buttons
	Style Aspects:
	• <h1> for header
	  ○ White
	• <footer> (default size) for footer
	  ○ White
	• 20px for case buttons
	  ○ White on hover
	• 20px for review case and submit feedback buttons
	  ○ White on hover

Helvetica	Example: The quick brown fox jumped over the lazy dog. Role: Body Text and Titles Style Aspects: • <p> (default size) for body text • <h4> for recent feedback names • <p> (default size) italicised for student feedback under the recent feedback column • <h3> for column headers

	● <h4> italicised for the name of the case which is under the submitted answers column on the post feedback screen

The text in the UI was designed to optimise readability whilst also maintaining a contrast between body text and functional or informative text. The Bree Serif font was selected to represent the header,footer and buttons because of its contrasting design to the common Helvetica font which makes up the all of the body text. This contrast draws the user's attention and emphasizes the functional text which allows them to easily identify what text is associated with interactivity and/or important information. The Helvetica font was chosen for its readability and ubiquity. This text is legible at various sizes and maintains this property well. Helvetica is also universally used so any number of operating systems will display this font correctly.

(e) Resources used:

- A3.pdf - Mock case used in the 'Review Case' screen for user's to review.
  Source: http://blanckd.yolasite.com/resources/introtomusicaltheatre.pdf

- logo.png - Generic high school logo which allows users to return to the home screen when clicked.
  Source: http://www.edgazette.govt.nz/images/mt_roskill_grammar_logo.png

- acc_logo.png - The account logo used to to maintain web design expectations in this context (does not function).
  Source: http://nga.co.ke/wp-content/uploads/2015/09/icon-person-white.png

- Bree Serif font - Used as a header/footer and interactivity font which contrasts the body text.
  Source: http://fonts.googleapis.com/css?family=Bree+Serif