**Software Design Storyboards and Design Evaluation tutorial 4**

Assignment Activities

YOU SHOULD HAVE A FIXED GROUP BY NOW. EMAIL/INFORM ME IF THIS IS NOT THE CASE.

**Please see below a quote for what is needed for the presentation section C Design of GUI:**

In this section you will provide two example storyboards to describe some aspects of the use of your proposed User Interface. You will need to clearly demonstrate the aspects captured in your storyboards and comment to the extent that the technique of storyboarding is useful to your design. Any reference should be cited on the slides for this section.

Develop two storyboards for the Meeting Scheduler system individually. (15 minutes) Discuss your choices amongst your team. Decide as part of your team how you will explain and present your team chosen two storyboards for your presentation (15 minutes).

Ask any questions on last weeks tutorial about sections A, B, and D. (15 minutes)

Lecture Content Activities (15 minutes)

* **Affordance**: the features of an object which make it self-apparent how the object should be used. **Visibility**: how clear the relationship between an action and its effects are to the user. **Feedback**: the information that a device sends back to the user about what the user has achieved.

**Interface metaphors**: the metaphor helps the user to infer how to operate the program, however they are often inconsistent with their real-world analogue.

Apply these principles to the design of Interfaces for your meeting scheduler system.

**Babak Khazaei**