

## Individual Assignment #1

*Full assignment worth: 3% of course grade**Due: Jan. 26 by start of class**Late policy: 10% penalty per 24 hours late, up to 48 hours**Last modified: 21 January 2021***Overview**

In this assignment, you will go on the hunt for good and bad design and try your hand at analyzing those designs using concepts and principles you are learning in this course.

The specific learning objectives for this assignment are as follows:

- To become aware of good and poor design of artifacts in the everyday world, as well as ways people compensate for poor design.
- To analyze artifacts using the design concepts and principles you are learning in this course.
- To practice discussing design by (a) providing justification for design choices and (b) providing constructive criticism on a design, with an emphasis on how, specifically, the design could be improved.

**Specific Tasks**

In Section 2.2 of the optional Greenberg text, the authors emphasize the value of building a **photo inventory of designs** that stand out to you for some reason. Go on a “fishing expedition” for artifacts with notable designs. You are encouraged to take a careful look around campus, in retail stores, at your living quarters, on the world wide web, on your computer desktop, or anywhere else you might encounter notable designs. While you are encouraged to build a larger personal inventory of photographs for future design inspiration, you are required to present **three photographs** for this assignment:

- (a) a photograph of a “bad” design
- (b) a photograph of a “good” design
- (c) a photograph that illustrates an artifact that people have augmented with instructions to make the artifact more usable.

Annotate each photograph, as appropriate, to highlight the aspects of the artifact that you find good or bad. In addition, beneath each photograph, provide a statement that justifies *why* the artifact is good, bad, or in need of further instructions, using the principles and concepts you learned during the first week of the class (*conceptual model, affordances, signifiers, feedback, constraints*). Note that not all concepts will be applicable to all designs.

In your justification statements, be sure to put each concept or principle you use in **bold type**. There is no maximum limit for your justification statements, but each justification must be a minimum of two sentences.

I have created an exemplar solution that models the kind of analysis requested in this assignment. Be sure to check it out prior to creating your solution. You can even use the exemplar solution as a starting point for your own solution, but make sure you do not plagiarize any of the text.

**Assessment**

Your assignment will be scored on the following four-point scale:

Points	Meaning	Description
0	Missing	Assignment was not submitted, or submitted late
5	Incomplete	Solution is incomplete or significantly deficient. Part of the solution is missing or contains significant gaps.
8	Satisfactory	Solution is complete but could be improved. Minor and obvious deficiencies exist with respect to one or more parts of the solution
10	Exceptional	Solution is complete and demonstrates mastery of the material. No obvious deficiencies exist.

#### ***Handing in your Assignment***

Import your scanned sketch and photographs into a word processing program such as Microsoft Word, where you can add annotations and write your justifications. You can submit your assignment as either a **.docx** or a **.pdf** file, and submit it through MS Teams by the due date.

*Note: You will present your submissions via screen share in breakout rooms during class on Tuesday, January 26 for feedback and discussion. Please be prepared to take an active part in these discussions. Be prepared to present your photographs along with your analyses of their design.*