

Week 5 Lab - Workbook

Institution: [Platform](#)

Site: HCSI826/CSIT226/CSIT826 (S220) Human Computer
Interaction

Book: Week 5 Lab - Workbook

Printed by: Kazi Swad Abdullah

Date: Monday, 21 September 2020, 12:06 AM

Description

The following workbook contains the activities for the week 5 computer lab.

Table of contents

- 1. Welcome**
- 2. Key Terms**
- 3. Basic Interface Design**
- 4. Techniques for Data Gathering**
- 5. UML Use Cases and User Stories**

1. Welcome

Welcome to the week 5 computer lab. This week you will be completing 4 tasks during the computer lab:

1. Key terms from week 4
2. Basic interface design - Individual Activity
3. Techniques for data gathering
4. UML Use Cases and User Stories

2. Key Terms

Define the following key terms:

- Predictive Design
- Adaptive Design
- Quantitative Data
- Qualitative Data
- Quantitative Analysis
- Qualitative Analysis

3. Basic Interface Design

Individually, you are to use the prototyping program of your choice to model a basic first version of the interface[s] for the process that you discussed in the week 3 lab on improving the vending machine.

When you are developing these diagrams consider the type of elements that could be repeatable throughout your design. Remember, consistency is an important aspect of interface design.

4. Techniques for Data Gathering

You are now going to enter your breakout rooms based on your project groups.

Each group is to discuss the techniques listed below, you are to consider the purpose of the technique, how is the technique used, advantages and disadvantages and the kind of information that this technique would result in (qualitative and/or quantitative) to develop user interfaces and the overall user experience.

You can focus your discussions on the system that you are building for the assignment (if it was a real-world situation).

- Business Documents
- Observation
- One-on-one Interviews
- Group Interviews (focus groups)
- Questionnaires

5. UML Use Cases and User Stories

For students that have not studied UML diagrams please initially read:

- <http://www.uml.org/what-is-uml.htm>
- [Download Version \(pdf\)](#)

For an introductory understanding of a UML use cases please read:

- <https://msdn.microsoft.com/en-us/library/dd409432.aspx>
- [Download Version \(pdf\)](#)

Questions

1. What is a UML Use Case?
2. What is a user story?
3. What is the difference between the two?
4. When do the different approaches get used?

Complete UML Use Case

Use Case Name:		
Scenario:		
Triggering Event:		
Brief Description:		
Actors:		
Related Use Cases:		
Stakeholders:		
Pre-conditions:		
Post-conditions:		
Flow of Activities:	Actor	System
Exceptions:		

A User Story is a one-sentence description of a work-related task done by a user to achieve some goal or result. Acceptance Criteria identify the features that must be present at the completion of the task

The template for a user story description is:

"As a <role> I want to <goal> so that <benefit>"