Week 3 Lab - Workbook

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Book:	Week 3 Lab - Workbook		

Description

The following workbook contains the activities for the week 3 computer lab.

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1. Welcome and Lab Attendance

NOTE: There have been additional enrolments in CSIT226/826 since the week 2 labs.

Spring 2020 - Tutor

Dr Pairat Thorncharoensri: https://scholars.uow.edu.au/display/pairat_thorncharoensri

Pairat will introduce himself to the class. In 2018, Pairat was the coordinator of CSIT226/826 as UOW (SWS).

Lab Attendance

In 2020 we will not be directly recording lab attendance. However, during the labs there will be time during some of the weeks where students can work together on their group projects. Please use this time wisely and productively.

During the labs, your tutor will be available to address and individual questions and questions about the project work.

To get the most out of CSIT226/826 involvement in the labs is highly encouraged.

2. Discussion of Key Terms

This is a whole lab discussion (you can use the Zoom chat to provide the answers or raise your hand and wait to answer).

The key terms from week 2 were:

- Domain
- Goal
- Task
- Conceptual Model
- Human Cognitive Architecture
- Cognitive Load Theory

3. The 'Human'—Input and Output

In the lecture input and output was discussed (visual, haptic, auditory and movement). In this lab activity, you will be split into small random breakout rooms (5-6 students).

Your task is to discuss and highlight interfaces/interaction methods that demonstrate effective use of this different human i/o methods. You can develop this as a simple table.

Then create a series of models (using a web-based tool e.g. draw.io) demonstrating this interaction, or start with this Demo.

Post your images to the discussion forum for your lab.

4. Individual Activity: User-Centered Design Process Map

Individually, work through the User-Centered Design Process Map available from https://www.usability.gov/how-to-and-tools/resources/ucd-map.html

- How is this different from the models that were shown in the lecture?
- Which one do you prefer?

5. Conceptual Models

You are to read: http://boxesandarrows.com/conceptual-models-in-a-nutshell/

In breakout groups:

- Identify how to build an app for helping visitors navigate their way around an unfamiliar city (based on activity 2.2 in the text).

OR

- Redesign the vending machine (based on activity 2.3)

Groups to present their ideas to the class.

6. Chapter 2 Textbook Questions

Please answer the following questions:

1. Define what a conceptual model is. (p. 40)
2. What are design/interface metaphors (analogies)? Provide examples of common computing metaphors.
3. Explain the concept of 'interaction paradigms'.