

University of London International Programmes

CO3348 Interaction Design 2016-17

Coursework assignments 1 & 2

Overview

Your assignments are designed to enable you to become better informed about specifically chosen aspects of ID and HCI and so your focus should be on user issues, design principles for interactive user experiences and on effective Interaction Design.

In the first assignment, you will read about and research a topical area of user interaction in order to produce a critical assessment and commentary on it.

In the second assignment, you will design and produce a paper prototype for a simple application related to the topic area you have investigated.

Please note the following:

- Answers to both assignments should be in an essay format of about 3,000–3,500 words with illustrations, although fixed limits will not be rigidly imposed. Very short submissions are unacceptable.
- The structure, clarity and organisation of your work will be assessed. Your submission must be well-presented in a coherent and logical fashion. It should be fully spell- and grammar-checked and you should structure it so that there is both a clear Introduction and a conclusion. You should include relevant diagrams, drawings, illustrations or images where possible; these must be properly cited.
 - You must provide a References Section, showing the books, articles and websites you have cited.
 - Websites should be referenced by the date of access and a complete and correct URL. Generic site names are not acceptable and your references will be checked. Do not cite Wikipedia or similar pages, blogs, pages from social networking sites, or company promotional pages. These are not appropriate sources for academic work.
 - Other references should be in a standard format (i.e. Author names (correctly spelled), Year of publication, Title, Publisher, actual page numbers referenced). You can find the [Harvard Referencing Guide](#) on the VLE under Study Support.
- The submitted assignment must be your own individual work and not rely heavily on others' work. Copying, plagiarism and unaccredited and wholesale reproduction of material from textbooks or from any online source is totally unacceptable: all submitted coursework is checked for plagiarism. See our [guide on how to avoid plagiarism](#) on the VLE.
- Be very careful about the validity of information on Internet sites and web sources. Be aware that many information sites are really commercial advertising, or simply repeat material copied from elsewhere. Check the date of all material and do not use out of date sites, sites which list student work or projects, references from commercial publishers to abstracts of journal papers only, or those which are simply personal opinions, blogs or comments. Be careful, critical and very selective in your choice of material.

Submission requirements

For each assignment, please submit **one** pdf document, named using the following convention:

FamilyName_SRN_COxxxxcw#.pdf (e.g. Zuckerberg_920000000_CO3323cw2.pdf)

- **FamilyName** is your family name (also known as last name or surname) as it appears in your student record (check your student portal)
- **SRN** is your Student Reference Number, for example 920000000
- **COXXXX** is the course number, for example CO1108, and
- **cw#** is either cw1 (coursework 1) or cw2 (coursework 2)

The overall presentation, structure, coherence and clarity of your submission will be assessed. Marks will be awarded for demonstrating a good understanding of the topic, for providing an appropriate and informed commentary and analysis, and for a suitable and competent design strategy and prototype mock-up.

Marks are allocated as below:

Coursework assignment 1: 60% (Investigation), 40% (Analysis).

Coursework assignment 2: 75% (Design mock-up), 20% (Design justification), 5% (Critique).

Coursework assignment 1

"Large groups in society, in particular people with low literacy, lack the necessary proactivity and problem-solving skills to be self-reliant. One omnipresent problem area where these skills are relevant regards filling in forms and questionnaires. These problems could be potentially alleviated by taking advantage of the possibilities of information and communication technology (ICT), for example by offering alternatives to text, interactive self-explaining scales and easily accessible background information on the questionnaires' rationale. The goal of this paper was to present explorative design guidelines for developing interactive questionnaires for low-literate persons. The guidelines have been derived during a user-centered design process of the Dutch Talking Touch Screen Questionnaire (DTTSQ), an interactive health assessment questionnaire used in physical therapy. The DTTSQ was developed to support patients with low health literacy, meaning they have problems with seeking, understanding and using health information. A decent number of guidelines have been derived and presented according to an existing, comprehensive model. Also, lessons learned were derived from including low-literate persons in the user-centered design process. The guidelines should be made available to ICT developers and, when applied properly, will contribute to the advancement of (health) literacy and empower citizens to fully participate in society."

[Cremers, A.H., Welbie, M., Kranenborg, K. et al.
Univ Access Inf Soc (2015). doi:10.1007/s10209-015-0431-2]

Investigate the problems such users might have in your local community and critique the solutions these researchers propose. The journal paper is available for download at:

<http://link.springer.com/article/10.1007/s10209-015-0431-2>

Submission requirements

Answers should be in an essay format of about 3,000–3,500 words with illustrations, although fixed limits will not be rigidly imposed. Very short submissions are unacceptable.

Please submit a single pdf file using the naming conventions detailed above.

The overall presentation, structure, coherence and clarity of your submission will be assessed. Marks will be awarded for demonstrating a good understanding of the topic, and for providing an appropriate and informed commentary and analysis.

Marks are allocated as below:

Mark allocation

60% (Investigation), 40% (Analysis).

[END OF COURSEWORK ASSIGNMENT 1]

Coursework assignment 2

Design and mock-up an interactive questionnaire for low-literate persons, to be used by the population identified in the research work. You may wish to focus on a health-related topic, but may choose another area if you wish.

You will have to:

- develop a profile of the expected users and create a realistic persona, or small set of personas. Identify and describe a realistic task scenario,
- Identify the required functionality and provide a plausible data structure that the interactive questionnaire is to capture. Design the look-and-feel of the interface, based upon available guidelines and reflecting the needs of this user group,
- sketch and mock-up your design showing sets of screen flows and user actions; you should submit 10–20 screenshots (these are not included as part of your word count).
- make clear your design assumptions and explain in detail the decisions you have made together with your justifications for doing so,
- Provide a critique of your design and explain how you could improve it, if you were to do it again.

You should create a design which is ***your own work*** and **not** a copy of an existing application or online questionnaire already in use. Try not to duplicate existing interfaces but find an original solution of your own.

Submission requirements

Answers should be in an essay format of about 3,000–3,500 words with illustrations, although fixed limits will not be rigidly imposed. Very short submissions are unacceptable.

Please submit a single pdf file using the naming conventions detailed above.

The overall presentation, structure, coherence and clarity of your submission will be assessed. Marks will be awarded for demonstrating a good understanding of the topic, for providing an appropriate and informed commentary and analysis, and for a suitable and competent design strategy and prototype mock-up.

Marks are allocated as below:

Mark allocation

75% (Design mock-up), 20% (Design justification), 5% (Critique).

[END OF COURSEWORK ASSIGNMENT 2]