CS449 – CS549 Human Computer Interaction

Assignment-1 Design Diary (Subjective Evaluation)

Due date – Upload to SUCourse (**Late submission will not be accepted**)

Length/Format: Max 4 pages (you may include any supporting figures, diagrams, graphics, photographs, sketches etc.). Don't add a cover page. Use Times New Roman, 12pts. **If it exceeds 4 pages you will lose 0.5 points.**

Grading: 7 points

The main aim of the design diary assignment is to make students focus on analyzing interaction through **real-world examples**, and by so doing, to relate their analyses to the literature on HCI. Students are expected to document one interactive system (desktop or mobile) with design problem(s). It will be assessed according to the following criteria:

- Relevance - is it an HCI design issue?
- Description - can the reader envisage the issue clearly?
- Framework/Theory - how does this issue relate to the literature on HCI?
- Recommendation - how might the issue be resolved?

The design diary example should not be too big. For example, the whole mobile banking app of a bank or a shopping site is too big, you may pick a subservice of those applications (eg. EFT, search service, etc.).

Please report your findings under the titles given below (**Use these headings in your report**) :

1. Introduction and Association with the Literature (3pts)

- Describe/Show the task that you want to accomplish with this interactive application.
- Problem Definition – What is/are the interaction design/usability problem(s) that you face when trying to accomplish your task? Associate the problem according to the readings.
- Why is it an HCI problem?
- Use Norman's and Schneiderman's frameworks/theories (e.g. 7 stage model, 8 golden rules, etc.) and Explain Clearly.
- Add screenshots/drawings to show the details of the problem(s)

2. Recommendations, Proposed Solution (3 pts)

How to eliminate the problem? Explain why your proposed solution is better than the original one. Again, associate the solution according to Norman's and Schneiderman's principles/theories.

Use **Figma prototyping tool** and propose the improved version – The proposed version doesn't have to look professional, just try to get the better design in your mind across.

Publish and share your solution with **Figma link** in your report. (Make sure the link works)

3. References and format (1 pt)

Use APA style for your references (both in the body and References section).

Warning: Resources on SUCourse are not in APA format. Don't just copy and paste from there.

For APA formatting read Part 4 (Page 15) of the following document:

https://career.sabanciuniv.edu/sites/career.sabanciuniv.edu/files/2021-11/project-302-handbook.pdf

I strongly suggest you use Mendeley (https://www.mendeley.com/) or Zotero (https://www.zotero.org/)

Note: You may visit the official YouTube channel of Figma from the following link:

https://www.youtube.com/channel/UCQsVmhSa4X-G3lHlUtejzLA