

Journal Entry #4



Name & ID: Your Name 8888 8888	Tutorial room location: CB88.88.888, 15/05/2019
Tutor's Name: Tutor's Name	Principles: Visibility, Feedback, Consistency, Affordances, Mapping, Signifiers, Constraints

Technology: Blender 2.8

Goal: Import 3D model

The context of use: How do you feel?

Predefined colours for Description, Identification, Explanation and Improvement.

I opened Blender (refer to 1, 2) ...

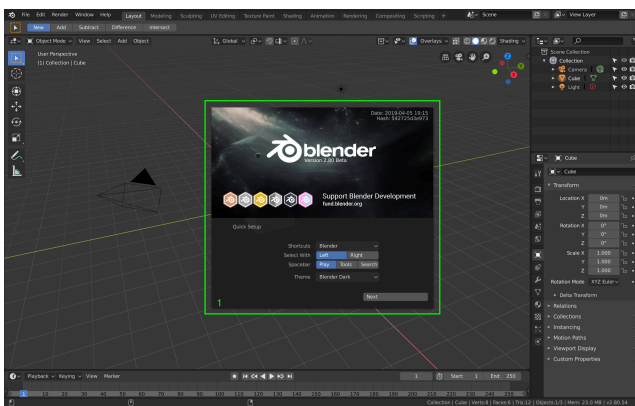


Figure 1: Somecaption 1

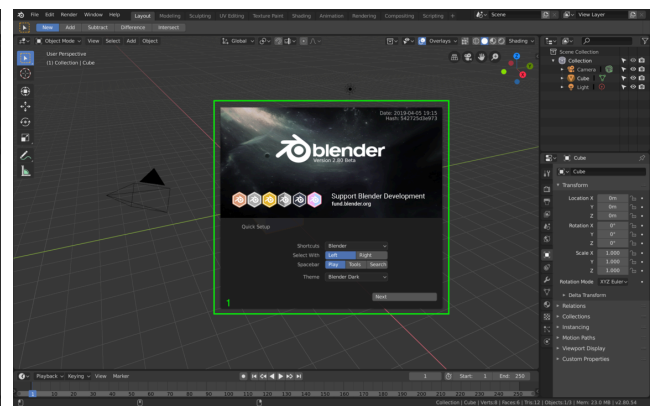


Figure 2: Somecaption 2

References

- Molich, R. & Nielsen, J., 1990, 'Improving a human-computer dialogue', *Communications of the ACM*, vol. 33, no. 3, pp. 338–48.
- Nielsen, J. & Molich, R., 1990, 'Heuristic evaluation of user interfaces', *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, CHI '90, ACM, New York, NY, USA, pp. 249–56, < <http://doi.acm.org/10.1145/97243.97281>> .
- Shneiderman, B. & Plaisant, C., 2010, *Designing the user interface: strategies for effective human-computer interaction*, Pearson Education India.
- Wertheimer, M., 1938, *Laws of organization in perceptual forms*. In W. D. Ellis (Ed.), *A source book of Gestalt psychology*, Kegan Paul, Trench, Trubner & Company, London, England.