ASSIGNMENT NO: 02

Q] Explain an evaluation of interaction design and goal of evaluation.

→ Evaluation:

It tests usability and functionality of the system. It occurs in laboratory, fields and/or in collaboration with users. It evaluates both design and implementation. It should be considered at all stages in design life cycle.

Types of evaluation:

1) By system designer or expert - conducted early in development life cycle, with late performance feedback.

2) By end users - conducted late in development lifecycle, with early feedback.

3) By Goals of evaluation:

1) System functionality - Interviews user for system based on the requirements, feedback, etc.

2) Users experiences - asks questions based on interface experience,

usability.
3) Problem identification - aske for errors or any confusion related to interface design

Q] Explain evaluation technique with example.

→ The following approaches to analysis is:

1) Cognitive Walkthrough:
Proposed as an attempt to introduce psycological theory into informal and subjective walk-through technique. It elevates design based on users learning task. Expert walkthrough the design to identify potential problem using psycological principles.

2) Heuristic Evaluation:
A heuristic is a guideline or general principle that can guide a design decision or to critique a system using set of relatively simple and general heuristic.

Example: System behaviour is predictive predictable and consistent. Feedback is provided.

3) Model based evaluation:
High level model like GOMS- goals, operators, methods and selection model are used to predict user's performance. Low level models like Fitts law - keystroke, dialogue, timing are used to assess limits of users performance.

Q] Explain universal design preference for users with disabilities.

→ Universal design is the process of creating products that are more accessible to people with a wide range of abilities, disabilities and other characteristics. These product accomodate individual preferences and abilities, communicate necessary info effectively and can be approached, reached, manipulated and used regardless of individuals body size, posture or mobility.

Application of universal design principles minimizes the need for assistive tech and results in product compability and makes product more usable by everyone, not just people with disabilities.

Users with disabilities like:
1) Visual Impairment: will use screen readers.

2) Hearing impairment - will use text communication, gestures, captions to read text.

3) Speech impairment - will use speech synthesis and text communication.

Q] Explain designing UI for different age groups.

→ For various age groups we have:
1) old people: who might need the disability aids, memory aids, any communication tools to prevent social isolation.

2) Children: We need appropriate input & output devices, involvement in design process, etc.