### Kathmandu University

### Dhulikhel, Kavre

### Department of Computer Science and Engineering (DoCSE)

### 

### Assignment #2 for

### COMP 341 (Human Computer Interaction)

### Submitted by:

Shiwani Adhikari**(3)**

Rupesh Ghimire **(21)**

Shubham Joshi **(25)**

Romit Khanal **(30)**

Kiran Maiya Prajapati**(43)**

### Pratiksha Shrestha (53)

### Submitted to:

### Mr. Sushil Shrestha

### Department of Computer Science and Engineering

**Date: 15th August, 2017**

**Question #1:**

Pick an "everyday object" that you believe is a good design and evaluate it using the following criteria: affordances, consistency, constraints, visibility, mapping and feedback.

**Answer:**

As a good design, we have chosen the typical Nepalese motorcycles. In Nepal, or in South Asia as a whole, the bikes are different from the rest of the world. And they are the most suitable bikes for our region for the following reasons:

* Affordance:

The bikes on the South-East Asia are comparatively cheaper than other bikes. They cost about Rs.200000-400000, depending on the engine capacity.

* Consistency:

The bikes are also consistent, since they last for about the period of 5-10 years depending on the use of the bike. If you use it roughly and without maintenance, they could die out early.

* Constraints:

The constraints for the bikes could be that they have a limitation for speed and performance, but since they are made for city use, they can be easily over-shadowed by the flexibility on city performance.

* Visibility:

Different keys and switches on the bikes are clearly labeled. The gear lever on the left leg, the rear brakes on the right leg. Front brakes on the right hand and clutch on the left hand.

* Mapping:

After sitting on the bike, the User self learns on how to use the bike. First, the key is turned, then the engine is started, then clutch is applied, and finally gear is applied, then the bike accelerates.

* Feedback:

There are various sensors, such as speedometer, fuel indicator, RPM indicator, which allows the user to know all the information regarding the bike.

**Question #1:**

Pick an "everyday object" that you believe is a bad design and evaluate it using the following criteria: affordances, consistency, constraints, visibility, mapping and feedback.

**Answer:**

As a bad design, we have chosen the website of the famous thriller Novel Writer, Suzanne Collins. She is a critically acclaimed writer among the literature community for the works of her famous trilogy, “The Hunger Games”. Even so, her website seems to be made very poorly or is not updated. The bad design aspects of her website are:

* Affordance:

The website is to provide information about the writer. Even though some information can be retrieved from the website, the way that information is relayed is very poor. There is no accurately visible buttons, for navigating.

* Consistency:

The website is pretty inconsistent. It fails to provide the simplest of information like what her works are, how one could contact her, her biography, etc.

* Constraints:

There are many constraints for this website, being you are only able to navigate to only a total of 4 pages, being Home, Works, Biography and Interview.

* Visibility:

In terms of visibility, the visibility is also quite poor since all the information is provided on the first webpage itself. They include the critics, the small description of the author and the picture of her works.

* Mapping:

Mapping is average in the site, since the Home button navigates you to the home page and other button redirect to the pages specified.

* Feedback:

As feedback, nothing is displayed on the screen, yet everything is displayed, that is everything is disorganized. It makes the feedback of the website much worse.