COSC 341: Human Computer Interaction - S2024 –T2  
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Assignment 2  
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The goal of this assignment was to create a Fitts’s law simulation using unity and to have 3 people test it using several settings such as different sizes for the points or different distances between them. I did this by creating several separate scenes which were changed using a button and the data was collected using a data logger script. This led to me creating a lot of scenes which meant this took a lot of time. A button was placed on top of where the coloured button was and clicking it would result in moving to another scene. For the creation of all the scripts and creating the visual design, I consulted the video instructor Ullah uploaded on canvas and that was enough to get me started. From there I decided the best way to move from one point to another was to create multiple scripts and log the data for each one. This took a long time so I wish I had chosen a simpler method to do it. Once I had completed this task, I decided one of the participants would be me, another would be my sister, and the final one my dad. I decided I would explain the task to them first hand before they would engage in it so the data would not be skewed with them improving. I had both of them preform the tests separately as well so they would not be able to see the other person preform it and get an idea of how to do it. They did not get to see me do it either and I asked them separately to do it and they had no knowledge the other person had preformed it as they were doing different activities and I know they did not communicate about it. This allowed me to get the data which was saved in the separate csv files. Now I would create the graph which I did using the video linked to the assignment on canvas. One thing is that both my dad and sister were more used to using a mouse than a touchpad. Unsurprisingly, everyone preformed better on the mouse than the touchpad. I believe this was not only because using a mouse is easier but because of my family members lack of using a touchpad. At first my dad was confused to how to press the button on the touchpad and I had to explain it to him. However, we must also take into account the speed of my computer. It is quite slow so that must also factor into everything. Now there are some issued I faced, the largest of which being able to commit my code. It is good that I filmed the video beforehand because I accidently transferred everything in my assignment to a GitHub folder. This is because I had to use GitHub desktop in order to commit my code. This is because the Git Bash method was not working for me which was quite frustrating. I did manage to use GitHub desktop to commit the assignment but it was quite difficult and time consuming as I ran into many errors.

References

Media Gallery video 6

Assignment excel video

“Unity Change Scene with Button - EASIEST Method.” *Www.youtube.com*, www.youtube.com/watch?v=zQH7RRb3CnY.

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