Your Own Interface

During the Examination you may need to discuss an interface that you have studied. A web interface used in a previous year exam may be a good starting point but you can also use one related to your coursework this year. An interface could be:

* A website
* An application
* A computer program
* A video game

Your teacher may also suggest a good interface

# Task 1: Choosing a Good Interface

You should choose an interface that you can:

* Describe the usability principles applied to the interface.
* Suggest some improvements.

Think about these questions:

What software have you used most?

Would it be a good interface to use?

Would a website be a better choice?

Do you have easy access to the interface so you can do this worksheet at school?

Have a look at Appendix A for some ideas.

Brainstorm:

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You need to be really familiar with the interface.

The interface I have chosen is:

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# Task 2: Usability Principles of the Interface

Go and find some examples of usability principles in your interface. You should try and find At least:

* 3 examples of Nielsen's Heuristics.
* An example of external consistency.
* An example of internal consistency.
* An example of Mātāpono Māori (if applicable)

| Screenshot and Usability Principle | Description |
| --- | --- |
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# Task3: Suggested Improvements

Suggest at least 2 improvements to your interface. For the most part these should be minor changes and do not have to represent a major overhaul. You should align your suggested improvements with usability principles.

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# Appendix A: Some Interface Ideas

## Software Engineering

IDE, or Integrated Development Environment such as:

* Visual Studio Code
* Notepad++
* Wing
* Repl.it

Git GUI Client

Git Website

## Game Design

Game engine:

* Godot
* Unity

Graphic Design Program

* Piskel
* GIMP
* Inkscape
* Photoshop
* Adobe Illustrator

Video Games:

Games with good and complicated user interfaces and UI work best. Have a look at roleplaying, real time strategy, and management games to start off with.

## Video and Audio Editing

Premier Pro

OBS

Audacity

Blender

Adobe Animate

Adobe After Effects

## 3D Modeling

Blender

Maya

## 3D Manufacturing

Fusion 360

## Website Design

IDE, or Integrated Development Environment such as:

* Visual Studio Code
* Notepad++
* Wing
* Repl.it

## Electronics

Tinkercad

## Print Media

GIMP

Inkscape

Photoshop

Adobe Illustrator

Canva

## General

Google Docs

One Note

Windows Interface

MacOS

Android

iOS (iPhone)

GMail or other E-mail client Software

Microsoft Office

Gaming Console Interface