Interaction Design Behaviours I Winter 2023 **Brief** Project 3: Interactive App

Due: week of Apr 17, 2023

3 Interactive App

Working with the skills you have developed in Assignment 1 and 2, your project brief is to design a **mobile web** application for use away from keyboard and mouse input, based upon the following themes:

Enhance the experience of attending Comic Con or a similar Conference Orientation App (Locate places in a specific area such as Canada's Wonderland/ Sheridan etc)

Education App (Teach people to do something)

Utility App (eg Food tracker, workout calculator)

Your code can use small sections of code from other sources, ie not a complete page taken from another source. Cite these sources using comments in the code, HTML comments:

<!--Start of code from xxxx --!>

<!--End of code from xxxx --!>

In CSS:

/* Start of code from xxxx */

/* End of code from xxxx */

Please also list the sources and the sources of any images that are not your own in the PDF file submitted to Slate.

| Worth 30% | Submission details: Add a URL of your project to SLATE | LOs 1, 2, 3, 4, |
|--------------|--|------------------------|
| | | 5. 6. 7. 8 |

| URL of the finished App | | | | |
|-------------------------|------------|--|--|--|
| URL | Replit URL | | | |

| | Exceeds requirements (10/10) | Meets requirements (7/10) | Does not meet requirements (4/10) | Missing (0/10) | | |
|--|--|---|---|---|--|--|
| Elegance of the Product (20% of project grade) | | | | | | |
| Steps Needed [5 marks] | The product has a streamlined number of steps to complete the task/ activity, the user is informed and understands what is happening all the way | The product has a good flow to the activity, the user has an understand of what is happening | There is a confusing flow and the user is not informed of process | Product has no flow | | |
| Goal success [5 marks] | The product optimally achieves the users goals and hides the internal processes away from the user. | The product achieves the users goals and for the most part sophisticated internal processes are hidden from the user. | Does not meet users goals, processes become apparent to the user (errors etc) | Users goals not taken into account | | |
| User Control [5 marks] | There is an ease and elegance in the way user can control the app in all aspects of its use. | The user can control the app in all aspects of its use. | Control is confusing | Little control | | |
| Quality of the UI (40% of | of project grade) | | | | | |
| Typography [5 marks] | Everything from <i>Meets requirements</i> AND the chosen font(s) make the content easy to read and are paired with sophistication. | Font selection is legible and aligns with standard web convention. Font colour, contrast, size, column width, parings have been considered. | Font selection is poor. Font colour, contrast, size, column width, and/or parings need additional refinement. | Fonts have not been changed from the default CSS styles or no project is submitted. | | |
| Imagery [5 marks] | Everything from <i>Meets requirements</i> AND the chosen images have a consistent style. | Image choices are appropriate and all images have been appropriately scaled. | Image choices are inappropriate and and/or or images are incorrectly scaled (e.g. stretched or zoomed in too far, etc). | Site contains no images or no project is submitted. | | |
| Colour [5 marks] | Everything from <i>Meets requirements</i> AND the chosen colour palette uses sophisticated colour theory. | Colour palette contains an appropriate number of functional colours that meet accessibility requirements when applied to text. | Colour palette contains: too many colours and the colour combinations for text do not meet accessibility requirements. | Colours have not been changed from the default CSS styles or no project is submitted. | | |
| Hierarchy [5 marks] | Hierarchy makes sophisticated use of content order, text size, and headlines and feels like a real website. HTML tags correspond importance of content. | Hierarchy is clearly defined through ordering of content, text size, and headlines. HTML tags correspond importance of content. | Hierarchy is partially defined through ordering of content, text size, and headlines. Some HTML tags are mismatched with the importance of their content. | Hierarchy has not been considered or no project is submitted. | | |
| Overall appearance [5 marks] | All elements such as typography, imagery and layout working together for a cohesive and interesting visual presentation equalling contemporary interfaces. | The majority elements such as typography, imagery and layout working together for a cohesive visual presentation. | Visual design elements are mismatched and require further refinement. | Styles have not been changed from the default CSS or no project is submitted. | | |
| Grammar [15 marks] | Everything from <i>Meets requirements</i> AND the text is well written giving professional meaning to the context of the project. | Text is free of grammatical errors and reads well. | Text contains grammatical errors and/ or reads poorly. | No text submitted | | |

| | Exceeds requirements (10/10) | Meets requirements (7/10) | Does not meet requirements (4/10) | Missing (0/10) | | | |
|--|--|---|--|--|--|--|--|
| Technical execution of coded pages (25% of projects grade) | | | | | | | |
| Match to wireframes [5 marks] | Build pages are a direct translation of the high-fi wireframes with zero deviation. | All built pages resemble the hi-fi wireframes with minor differences. | All pages contain noticeable deviation from the hi-fi wireframes. | Built pages do not resemble the hi-fi wireframes or no code submitted. | | | |
| Technical problem solving [5 marks] | Coding difficulties were overcome with sophistication (minimal redundant code). | Most coding difficulties were overcome through redundant code. | Few coding difficulties were overcome. | No code submitted. | | | |
| Javascript [10 marks] | Everything from <i>Meets requirements</i> AND this is done with sophistication and elegance. | Javascript is used to update the page and/ or take user inputs. | Javascript has little functionality | No Javascript | | | |
| HTML + CSS [5 marks] | Everything from <i>Meets requirements</i> AND the design contains additional elements such as animation that enhance and bring delight to the user experience. | HTML + CSS create a clear layout and the updates do not break the design | HTML + CSS do not create a clear layout | No layout created | | | |
| Professional behaviours (15% of project grade) | | | | | | | |
| Studio day feedback [10 marks] | Student shares in-progress work that aligns with the project schedule with the instructor multiple times each studio day. | At least some in-progress work has been shared with the instructor for feedback each week during studio day. | In-progress work has been shared with the instructor for feedback during only some studio days. | Zero in-progress work was shared during studio days. | | | |
| Sources and citations [5 marks] | N/A | All facts that are not common knowledge and project elements (including code) that the student did not create from scratch are cited in the project submission using the class standards. | The project submission contains at least one fact that is not common knowledge or project element (including code) that the student did not create from scratch that has not been cited according to course standards. | Project submission contains zero citations or no document was submitted. | | | |