# Project Specification

## Work overview

I will be “exploring the interaction between users and an interface that is made with intentionally bad design“, I plan on making a web app that teaches the important aspects of HCI in a hands-on kind of way. User will click through the page and experience the frustration of the design; I would hope that the user gets an idea of how a better user interface would be like. On top of this, to consolidate their understanding, I may have it so they can toggle a view of how a well implemented design principle looks in an interface . The main programming languages will be HTML, CSS and JS.

## Technologies and materials

* What platforms/languages will you build it with?
* What libraries do you envisage using?
* What equipment will you need? How will you source it?
* What physical materials, if any, will be involved?
* What techniques will you use? (e.g. Machine Learning, Laser Cutting, Data Mining)
* Include links to libraries and frameworks

The main programming languages will be HTML, CSS and JS as it will be a web page. I will be exploring if there is an interesting way I can include sound, having an audio aspect within the UI might enhance the users experience; p5.sound[[1]](#footnote-1) is a great library that is handy for many things.

## Context and research

* Demonstrate what is inspiring your work
* Demonstrate an awareness of its place within the context of creative technologies
* This will most likely be a survey of similar applications, or a survey of artists or performers
* Include references

https://userinyerface.com/

https://arstechnica.com/gadgets/2019/07/behold-the-most-intentionally-poorly-designed-website-ever-created/

https://www.bagaar.be/

## Existing knowledge

* How are you drawing on knowledge from current and past modules?

## New knowledge

* What new skills do you need to acquire?
* How you will acquire these skills?
* Include links to online resources, and references to articles and books

Running a HCI study

Mock-up apps

## Timeline and milestones

* Gantt chart
* Include as much detail as possible
* Be specific about what you will research when and what parts of your code and piece you will build when
* Include contingency planning – what is your minimum viable product?
* Include a link to your project repository

## Existing knowledge

1. p5.sound library, https://p5js.org/reference/#/libraries/p5.sound [↑](#footnote-ref-1)