

CS361: Assignment 4: UI Design with the Inclusivity Heuristics (for Milestone #1)

# Overview

Part 2 of your plan for Milestone #1: Design your UI. This is NOT required to be graphical (e.g., could be text-based).

# Instructions

Complete each item below by replacing the highlighted text (**Usability note**: double-click the text to select it).

Create a **paper prototype** of Milestone #1’s UI design. **Low-fidelity** is acceptable and appropriate. Make your UI design **reflect all of the Inclusivity Heuristics**.

Requirements for paper prototype:

* Show **every** screen / **user-facing view**
* Indicate **what** users can interact **with** (Ex: make buttons look buttony)
* Indicate **how** users interact if it’s not obvious (Ex: arrows to show an element can be rotated)
* Indicate **what happens** when users interact (Ex: a modal appears)
* Must have **no obvious violations of the Inclusivity Heuristics**. Graders will look at your work but won’t spend all day scrutinizing it!

Doesn’t have to be a *graphical* user interface. Can be text-based / speech-controlled / a robot / etc. (but don’t design a robot if you can’t implement a robot during the remainder of this term!)

You can change your design later if you want to.

1. Paste **scans / photos / screenshots** of your paper prototype below.

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| --- |
|  |

1. How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)

* **How your design reflects heuristic 1 (Explain the *benefits* of using new and existing features):** *OneOrMoreSentence*
* **How your design reflects heuristic 2 (Explain the *costs* of using new and existing features):** *OneOrMoreSentence*
* **How your design reflects heuristic 3 (Let people gather as much information as they want, and no more than they want):** *OneOrMoreSentence*
* **How your design reflects heuristic 4 (Keep familiar features available):** *OneOrMoreSentence*
* **How your design reflects heuristic 5 (Make undo/redo and backtracking available):** *OneOrMoreSentence*
* **How your design reflects heuristic 6 (Provide an explicit path through the task):** *OneOrMoreSentence*
* **How your design reflects heuristic 7 (Provide ways to try out different approaches):** *OneOrMoreSentence*
* **How your design reflects heuristic 8 (Encourage tinkerers to tinker mindfully):** *OneOrMoreSentence*

Now that you have a plan, begin implementation!

# Submission

PDF or Word format via Canvas.

**You must follow instructions at Modules > 'HOW TO: Attach a Document to "Text Entry" Field'.**

# Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment. You will be able to revise this assignment if you miss points.

# Questions?

Please ask via Ed so that others can benefit from the answer.