

Brian Dy

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.

|  |
| --- |
|  |

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):** *The simple design for the program allows users who are generally risk-averse to be comfortable with using the program. The program follows a very simple road map that should ideally get the user the results that they will be looking for.*
* **How your design reflects heuristic 2 (Explain the *costs* of using new and existing features):** *The features in this app are easy and straight forward to navigate. Currently with the simplistic design, the users only have a select few options to chose from. This should prevent risk-averse users from becoming too anxious with using the program, but also simple enough to allow the users to explore the other options available.*
* **How your design reflects heuristic 3 (Let people gather as much information as they want, and no more than they want):** *There are only a set number of recipes in the application at this time. They are also categorized into the different ethnic cuisines which allows users to pick the recipes based off of what they are currently in the mood for and only gather what recipes they are needed based off of those results.*
* **How your design reflects heuristic 4 (Keep familiar features available):** *As the program develops further and further (adding in more recipes and ethnic cuisines) the general design features should stay the same in order to keep the general familiar features available for existing users. Some possible new features down the line may include a search function that allows a user to search for the name of the recipe. For those with higher self- efficacy, there would be some new features that allow users to select their recipes based off of the ingredients that they may have in their pantry/ refrigerator.*
* **How your design reflects heuristic 5 (Make undo/redo and backtracking available):** *The application has a feature that allows a user to go back one page if the user decides that they do not like the recipe that they have chosen. There will also be an option to allow the user to always be able to go back to the main page.*
* **How your design reflects heuristic 6 (Provide an explicit path through the task):** *The way the application is designed follows a “breadcrumb” approach to navigation. It follows a step-by-step scenario where a user can for example chose the “Asian” recipe, which then takes them to a selection of different types of Asian recipes (i.e., Japanese, Thai, Chinese, etc…) that again, shows them a list of recipes based off of their choice.*
* **How your design reflects heuristic 7 (Provide ways to try out different approaches):** *The application will allow users to read a basic read-me FAQ that can answer some of the questions that users may have with the program. However, for those who are unsuccessful, the users can also reach out via email in order to express their concerns for any difficulties that may arise.*
* **How your design reflects heuristic 8 (Encourage tinkerers to tinker mindfully):** *After further iterations for the program, eventually users will be able to rate each other recipe and provide comments / feedback. Before every submission, a user will receive a window pop-up / warning to provide an alert or warning before submitting a review. This ensures that people who are playing around with the program do not accidently write a bad review.*

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.