

**XD Link:** <https://xd.adobe.com/view/383e2687-94e3-4df9-86d7-da73260943ea-6d6d/>

The idea for my interface design is called “Cookie-Shukka”, an app where the user can do nothing more than customize the size, color, and shape of a digital chocolate chip cookie. I was inspired from this old app I used to have on my first iPod touch, where all you could do was create and ‘drink’ a virtual glass of chocolate milk. Both that app as well as the one I designed work to accomplish no real purpose, and both definitely constitute as nonsensical.

I had a lot of fun designing the interface and interactive experience of this design. To meet this requirements of this assignment, I included the following ‘nonsensical’ elements to the GUI:

1. On the Welcome Screen, even though the index ‘Start’ and the graphic of the cookie are grouped together within the same boundary (indicating that they are both part of the same button), only selecting the actual cookie itself will advance application to its next screen.
2. In the upper right hand corner of the main menu screen, there are three linear dots grouped together, acting as an icon for a menu feature. However, the function of this button is much more literal, and all it does is simply shift the orientation of the menu toolbar from vertical to horizontal.
3. In the ‘chip selection’ feature, changes can only be applied by selecting the “apply button”, which is small and awkwardly located in the upper left corner, making it easy for the user not to notice. On the other hand, the button to return to the main menu is located prominently in the middle of the screen, situated in a way that makes it appear to be a much more significant and causal feature in the logic of normal design.
4. Staying in the ‘chip selection’ feature, multiple options for the color of the chips can be viewed through a contained scrolling menu. However, the arrows on either side of the menu indicate that the feature is navigated with horizontal scrolling, when in actuality the feature is navigated through vertical scrolling.
5. In the ‘dough color selection’ feature, the locations of the “apply” and “reverse” buttons are reversed (from their positions noted in Point 3), creating a confusing and disorienting lack of continuity across the interface.

6. The 'dough' feature contains a hidden affordance. By clicking on the cookie, the user is able to make it appear as if someone took a 'bite' out of the cookie. There is nothing in the UI to suggest that this ability exists, and can only be discovered by randomly clicking on the cookie.
7. Going back to the main menu, a play is made on the similarities between the standard 'save' and 'share' graphical icons. In an almost sarcastic way, the icons are located right next to each other in the top left corner. The icons are almost exactly the same, being just the inverted version of the other. Finally, the commonly associated meanings of these icons are reversed (so the conventional 'save' icon actually shares, and the conventional 'share icon' does the saving).
8. If the user chooses to try and upload their creation, they will soon find out that they are trapped, as there is no way to go back from that feature. If the user wants to go back, they are forced to simply quit the application all together.
9. The ability to view previously saved cookie creations (which is suggested by the very fact that the cookies can be saved at all ) can only be accessed through the screen that appears when trying to exit the application. If the user does not try to exit the application, they will never even know of this affordance.