

User Experience (UX36)

Assignment Overview (Core)



UX36 Deck 0.2 Assignments

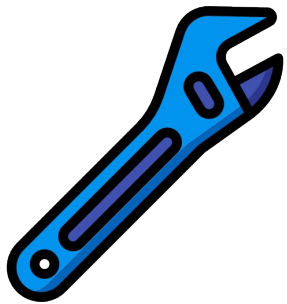
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Whats What?

Formative Assignment for Feedback Only - and we will discuss it in a consolidation session too.

Two Summative Assignments which contribute to your overall marks.



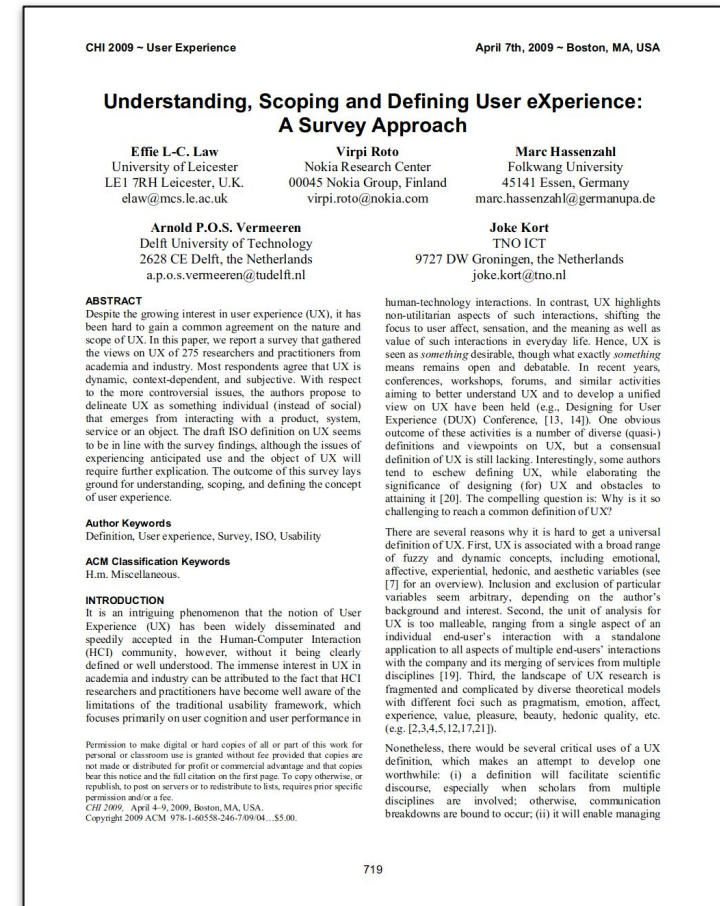
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Formative Assignment and Discussion Topic

'Understanding, Scoping and Defining User Experience: A Survey Approach' (FA #1)

This work will enable you to understand the scope and the inconsistencies still present within the UX domain. It will enable you to understand that the definition of UX is not yet fixed and is somehow based on the interpretation of the practitioner.

Effie Lai-Chong Law, Virpi Roto, Marc Hassenzahl, Arnold P.O.S. Vermeeren, and Joke Kort., [Understanding, scoping and defining user experience: a survey approach.](#), In Proceedings of the 27th international conference on Human factors in computing systems, CHI '09, pages 719--728, New York, NY, USA, 2009. ACM., ISBN 978-1-60558-246-7., <http://doi.acm.org/10.1145/1518701.1518813>.



Summative Assignment #1

'Designing the Star User Interface' (SA #1)

The Star interface is really where all GUI interfaces began. It takes the user as a first and primary priority in the design and it is inconceivable that you do not have an awareness of these classic design principles as perspective computer science graduates.

D. C. Smith, C. Irby, R. Kimball, B. Verplank, and E. Harslem., [Designing the star user interface.](#), BYTE, 7 (4): 242--282, 1982., URL <http://www.guidebookgallery.org/articles/designingthestaruserinterface>.



Summative Assignment #2

'Voice Loops as Cooperative Aids in Space Shuttle Mission Control' (SA #2)

This paper shows just how far UX and the techniques which it inherits from human computer interaction can go.

In this case failures in the human interface can have serious consequences for a real-time mission, including the loss of the vehicle. Further, these kind of UX techniques can also be found in other critical interface components such as those controlling nuclear power stations or fly-by-wire aircraft.

Jennifer C. Watts, David D. Woods, James M. Corban, Emily S. Patterson, Ronald L. Kerr, and LaDessa C. Hicks., [Voice loops as cooperative aids in space shuttle mission control.](#), In Proceedings of the 1996 ACM conference on Computer Supported cooperative work, CSCW '96, pages 48--56, New York, NY, USA, 1996. ACM., ISBN 0-89791-765-0., <http://doi.acm.org/10.1145/240080.240188>.



How to Approach These...

The questions from managers often are phrased thus:

- 'Tell me why this paper is important?'
- 'What should I know and why is it important?'
- 'How does this paper affect our development?'
- 'What insights does the paper have and how does it affect us?'
- 'Can we use this paper to our advantage?'

So the skill is to be able to summarise a paper while also adding in your **analysis** and **evaluation** - coming up with 250 words (the industry standard) of insight which someone without your training in UX or CS could not produce.

It's Not a Summary

You interpret the paper, add your insight (using experience created from your UX/CS training), and produce a 'mash-up' of the two focusing on aspects of the paper you think are important, rationalising why, and linking it to other work you have read, work you have done or seen, prior knowledge, or real world experience.

It is difficult to not just produce a summary (but a summary is often never required). Think to yourself, 'What do I bring to this 250 words ($\pm 10\%$)?', 'Could anyone have completed the assignment by just reading the paper and without your training and insight?' If the answer to the last question is 'yes' then you need to change adding your insight based on your expertise.

More Information

Late Marks - University Rules Apply

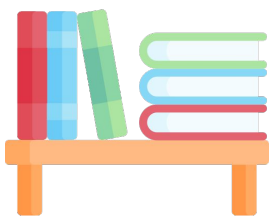
Marking Rubric:

- STRUCTURE & ARGUMENT (35%)
- KNOWLEDGE & UNDERSTANDING (35%)
- ORIGINAL THOUGHT (30%)

Marking and Feedback - TA Marked within 2 Weeks -

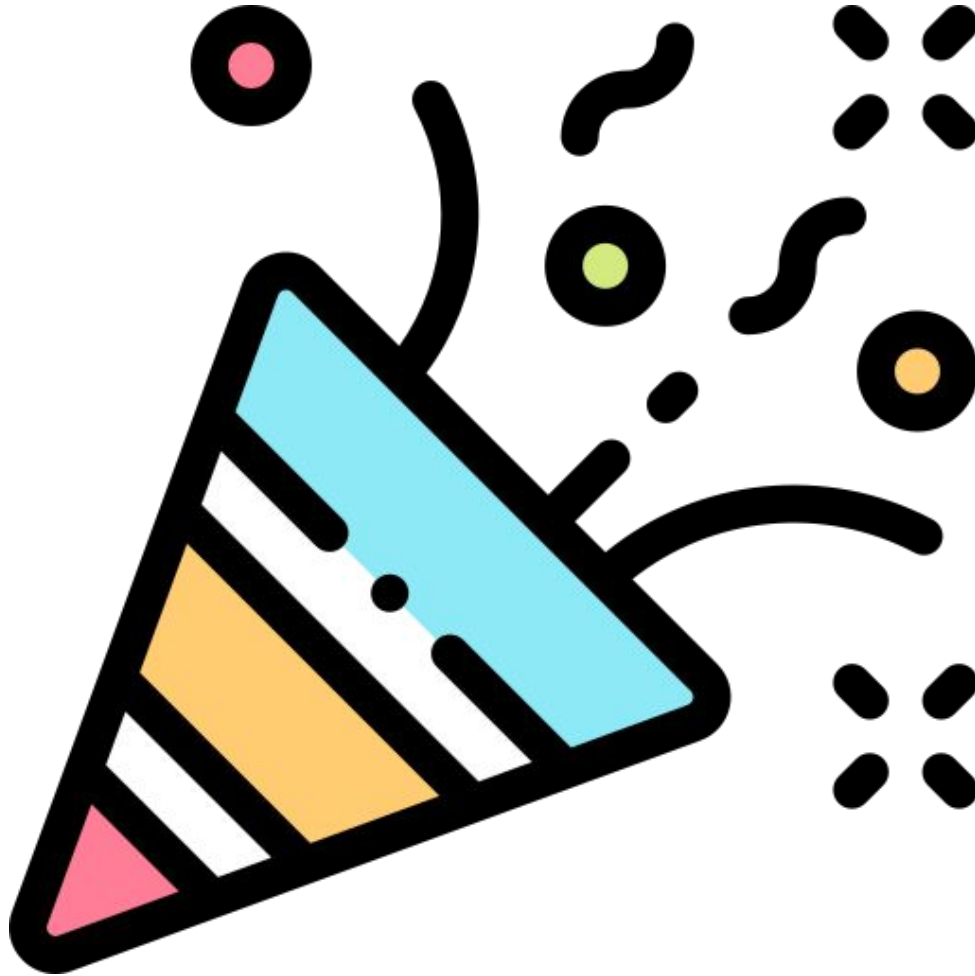
Marking instructions are online and transparent

Real Exemplars from previous years are online



Get examples and more detailed instructions on the Unit website.

We're Done!



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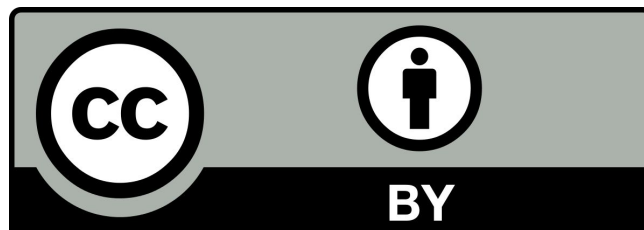
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