XCR01 : hall of fame / hall of shame

===================*overview*

The goal of this assignment is for you to think critically about interfaces that you use in your life. Some are great, and some are just terrible. If you want to grow as a designer, it's important to be able to evaluate others' designs and learn from their successes and mistakes. Your classmates will also benefit from your research: you will be presenting your findings during Berkeley time before one of our lecture periods.

==============*the assignment*

This assignment can change dramatically depending upon when in the semester you do it, as later in the semester you will have more tools in your mental toolbox that you can leverage to evaluate interfaces.

Find a digital interface that you use regularly. This can be a kiosk (e.g., the BART ticket machines) a mobile phone app (e.g., Facebook Mobile), a desktop application (e.g., Adobe Photoshop), or another type of digital interface. Take a video of yourself or a friend performing a single, common task on this interface. Using what you have learned so far in class, evaluate this interaction: what is effective? What is not effective? What would I change to improve the efficiency of my task?

Some possible evaluation criteria for the interface include:
- does it solve a user's problem?
- how many screens or button-presses are necessary to perform the interaction, and how could that be minimized?
- does adhere to Nielsen's Heuristics?
- does it locate buttons effectively according to Fitts' Law?
- does it have effective affordances?
- is the design aesthetically pleasing or visually noisy?

You will give a very brief **4-minute presentation** during Berkeley time on the day of your choosing. This presentation includes showing your video (you should narrate over it) and a summary of your findings. You will need to show up to class on time (i.e., 10:00 sharp) and be ready to give your presentation.

============*grading criteria*

Full credit for this extra credit assignment is 10 points. We will be assessing the following from your in-class presentation:

- did you create a video that clearly shows a single, common user interaction with the interface? (2 points)
- did you explain what is effective and not effective in the interaction? (2 points)
- did you clearly explain adherence to or divergence from at least one principle covered in class? (3 points)
- did you describe a design revision that could improve the interface? (3 points)

======*submission instructions*

Sign up for a time slot on the doodle. This doodle will be open for signups until July 15th. If there are no timeslots left on the doodle but you wish to give a presentation, send a private message to the instructors on Piazza and we will work something out. If July 15th has passed and you did not sign up, we cannot help you.