Assignment 2 - Hall of Fame and Hall of Shame

Overall introduction

The goal of this assignment is to understand and apply design usability principles to analyze the existing user interface designs.

You need to find two examples of user interfaces, one that you consider a **good design** and one that you consider a **bad design**. Note that the good design does not have to be uniformly good, since you may discover problems with it on closer inspection. Likewise, the bad design does not have to be uniformly bad.

The interfaces might be desktop software, web applications, smartphone apps, consumer devices, car dashboards, building entrances, traffic intersections, shower controls, etc.

Requirements

For each interface, you should:
- describe the purpose of the interface and its intended users
- analyze its good points (for **good design** example) and bad points (for **bad design** example) of usability with reference to at least 3 dimensions of usability discussed in lecture:
    - learnability
    - visibility
    - efficiency
    - flexibility
    - errors
    - you may discuss other dimensions of usability if you consider them important
- illustrate your analysis with appropriate diagrams/photographs

Deliverables
- You need to submit ppt slides to Moodle using the template provided in the homework folder.
- Each example has 2 slides for textual and photo illustrations respectively. You may add more slides in case of need.
- Remember to write your name and student ID on the cover page.
- Remember to rename the file name of your submission following the format "CS325-HW1-Student ID-Student Name.pptx". Example: CS325-HW1-4412345-Frank Guan.pptx".

Grading
Each example carries 2.5 marks and will be evaluated on the following criteria:
- **Completeness**. At least 3 dimensions of usability for each example need to be analyzed.

- **Depth**. Detailed analysis is needed with sufficient good/bad points. "Efficiency is good, because it feels fast to use" is not deep analysis.
- **Usability of presentation.** Your report is itself a user interface whose purpose is to convey ideas to a reader. If your report is harder for the reader to use, it will not demonstrate an ability to apply the ideas of this class.

Please note that this is an individual assignment. Cheating, copying, plagiarizing, or any other form of academic dishonesty (including doing someone else's individual assignments) will result in, at the extreme minimum, a zero on the assignment.

The deadline for submission is 11:59PM 12 Oct 2021. Some students might be invited to present his/her assignment in class. So, be prepared.

Late Submission
A penalty of 20% per day will be imposed for late submission unless extension has been granted prior to the submission date. Request for extension will be granted on a case-by-case basis. Any work submitted more than 4 days after the submission date will not be accepted and no mark will be awarded.