



Usability

COMP2044: Human-Computer Interaction (2024-2025)

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Workshop Overview

This workshop aims to improve your ability to apply usability principles to interface design, and to identify and resolve interface problems. Work in your groups to evaluate the interface components in the *Task* section below. Make sure you use this workshop to get to know your group members, as you will be working with them for the rest of the module.

Task

Consider the interface components shown in Figure 1. As a group, discuss the following questions:

1. Sub-figure (a) presents a safe and unsafe menu. Which is which and why? Use existing work to support your argument.
2. In sub-figure (b), we see a warning dialog box for Mac OS X - what's wrong with it? Using a low-fidelity prototype, redesign the dialog to address the issues you identify. Your redesign should be based on the principles of good interface design or existing research.

For both questions, ensure that you reference existing work to support your argument. You should use APA 7th edition format¹ for your references. An example reference list is provided at the end of this document.

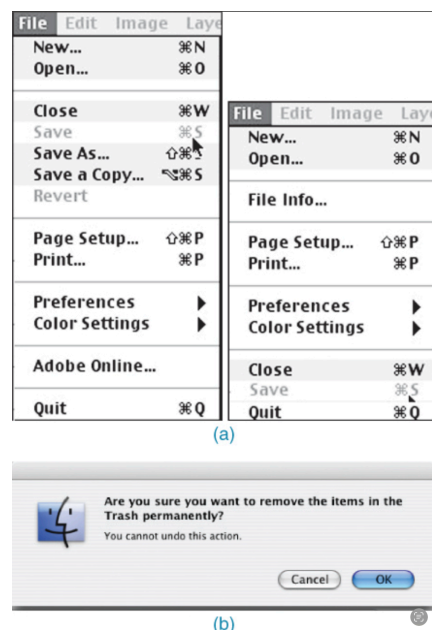


Figure 1: (a) A safe and unsafe menu. Which is which and why? (b) A warning dialog box for Mac OS X. Figures are from Interaction Design 5th edition (id5?).

¹APA 7 Style Guidelines - <https://apastyle.apa.org/style-grammar-guidelines/references/examples>



Submission Checklist

This activity contributes 1% towards your module grade. To receive credit, each group member should submit a PDF containing the following:

- ☐ 200 words explaining which menu is safe and which is unsafe, and why. (Question 1)
- ☐ 200 words explaining what's wrong with the warning dialog box and how you would redesign it. Include a low-fidelity prototype of your redesign. (Question 2)
- ☐ A photo of your group working together on this workshop. Look like you're having fun!
- ☐ Your submission must be a PDF less than 5MB in size.

Each member of the group should submit the same (group generated) PDF to the workshop submission area on [Moodle](#). Members who do not submit the PDF will receive a mark of zero. The deadline for this workshop is 2025-03-24 at 15:00.

Marking

Your submission will be assessed on the following criteria:

- Professional presentation of document (Title; Name; Email; Module Code & Name; Date; etc)
- Correct use of in-text citations to support an argument
- Correct listing of references at the end of your submission, in [APA 7th edition](#) format
- Persuasive arguments
- Concise style of writing

Please note that poor quality submissions that do not demonstrate a reasonable effort to complete the assignment will receive a mark of zero. Illegible or poorly formatted submissions will also receive a mark of zero.

Academic Conduct

This workshop is to be completed in groups. You are expected to discuss the questions with your group members, and develop your answers together. Each group member should submit the same PDF to Moodle - this is to ensure that all group members have contributed to the workshop. You should not use AI technologies to generate or inform your answers. Please refer to the [University's Academic Misconduct Policy](#) for further information.

References

- Norman, D. (2013). *The design of everyday things: Revised and expanded edition*. Basic books.
- Preece, J., Rogers, Y., & Sharp, H. (2019). *Interaction design: Beyond human-computer interaction* (5th ed.). Wiley.