CptS 443/543—Human-Computer Interaction Spring, 2017

Individual Assignment #2

*Assignment worth*: 5% of course grade

*Due*: Jan. 24 by start of class

*Last modified:* 11 Jan. 2017

Overview

In this assignment, you will tackle a *design challenge* in which you will apply the concepts you are learning in the course to the design and analysis of an artifact or user interface.

The specific learning objective for this assignment are as follows:

* To practice designing user interfaces and artifacts using the design concepts and principles you are learning in this course
* To practice analyzing user interfaces and artifacts using the design concepts and principles you are learning in this course.
* To practice discussing design by (a) providing justification for design choices and (b) providing constructive criticism on a design, with an emphasis on how, specifically, the design could be improved.

Tasks

This assignment has two tasks:

1. *Design Task*. Create a series of design sketches of a *destination control elevator*, which Norman discusses in Chapter 4. Your sketches should show two interfaces/displays:

* the interface/display located outside of the elevators in the hallway
* the interface/display located inside each of the elevator cars.

Your sketches should clearly illustrate how a user can use each interface/display to get to his/her desired location. As appropriate, annotate the sketches with comments to convey how a user would interact with them. In some cases, you may need to include “before” and “after” pictures.

1. *Analysis Task*. Using Norman’s concepts discussed in class (affordance, signifier, feedback, natural mapping, constraint, conceptual model, visibility), analyze your design. In a separate paragraph for each concept, reflect on how your design succeeds (or does not succeed) at applying the concept. In addition, as appropriate, consider design changes you could make in order to better apply the concept.

Assessment

Your assignment will be scored on the following four-value scale:

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| Points | Meaning | Description |
| 0 | Missing | Assignment not submitted, or submitted late |
| 5 | Incomplete | Solution is incomplete or significantly deficient. Part of the solution is missing or contains significant gaps. |
| 8 | Satisfactory | Solution is complete but could be improved. Minor and obvious deficiencies exist with respect to one or more parts of the solution |
| 10 | Exceptional | Solution is complete and acceptable as is. No obvious deficiencies exist. The student has demonstrated mastery of the material. |

**Note**: *Each student is required to present one of their assignment solutions for feedback and discussion in class. I will announce which students are scheduled to present in which classes both in lecture, and on the course calendar. If, on the day you are scheduled to present your assignment solution, you fail to do so (mostly likely because you didn’t show up to class), then the most you can get on the assignment is 5/10.*

Handing in your Assignment

Import your sketches into a word processing program such as Microsoft Word, where you can add annotations and write your justifications. Then publish the assignment as a **.pdf** file, and submit it through OSBLE by the due date (go to the “Assignments” tab to submit it).