

CIS/CC 348 Interaction Design: Assignments (2010/11)

Your assignments are designed to enable you to become better informed about especially chosen aspects of Human Computer Interaction and Interaction Design. To obtain the best marks, your focus should be on user issues, design principles for interactive user experiences and on effective Interaction Design.

- In the first assignment you will design and produce a paper prototype for a simple application.
- In the second assignment you will investigate a currently topical area of user interaction and produce a commentary on it.

Before you start, please take careful note of the following requirements:

- Answers to both assignments should be in a written essay or report format of about 3,000-3,500 words, although fixed limits will not be rigidly imposed. Very short submissions are unacceptable and will not be marked.
- Print in portrait and not in landscape format on both sides of the paper and try to minimise paper usage (i.e. do not use a large font size or leave lots of empty space, do not print new sections or references on a new page, and do not print out any additional material, extra information or appendices). You do not need to restate the question asked, or provide a table of contents, index or cover sheet.
- The structure, clarity and organisation of your work will be assessed. Your submission must be well-presented in a coherent and logical fashion. It should be spell- and grammar-checked and you should structure it so that you have both a clear Introduction and a Conclusion. You should include relevant diagrams, drawings, illustrations or images where possible.
- You **must** provide a Bibliography and References Section at the end of your work, showing the books, articles and websites you have referenced and consulted. Websites should be referenced by the date of access and a complete and correct URL. Generic site names are not acceptable since your references will be checked. You **must** also provide a list of the search terms you have used, with the date of access.
- References should be in a standard format (i.e. Author names (correctly spelled), Year of publication, Title, Publisher, actual page numbers referenced). For a useful guide to referencing procedure, look at: http://www.usq.edu.au/library/help/ehelp/ref_guides/harvardonline.htm
- It is crucial that the submitted assignment is **your own individual work** and does not duplicate another person's or an author's work. Copying, plagiarism and unaccredited and wholesale reproduction of material from textbooks or from any online source is unacceptable. Any such work will be heavily penalised or rejected. All books cited, reports referred to and any material used (including all online resources) must be referenced. Any text that is not your own words and which is taken from any source must be placed in quotation marks and the source identified correctly in the References Section. Failure to do so will incur serious penalties.
- Please try to be selective and critical in your choice of material and be extremely careful about the validity of information on Internet sites and web sources. Citing and copying from Wikipedia and other encyclopaedic sources, for example, is not appropriate for a coursework submission. Be aware that many information sites are really commercial advertising, or simply repeat material from elsewhere. Do check the date of all material and do not use out of date sites, sites which list student work or projects, references from commercial publishers to journal paper abstracts only, or those which are simply personal opinions, blogs or comments. Blogs and social networking material (such as Twitter) cannot be used as references for academic work.
- In order to check for plagiarism, you must provide an electronic copy of your work. Submissions without an electronic copy **will not** be marked.
- For ease of access, create a readable **text only** file without embedded pictures or graphics. This file should be identified by the first 4 letters of your surname and your 4 digit day and month of birth (e.g. "Wang0410"). Give the disk a title (i.e. your name or student number) and use a standard size CD only. Ensure that it is clearly identified as your work: label the disk and case with your surname, student number, course code and assignment number. Do not use tape or staples to fix a disk to a sheet of paper - put it in a case or an envelope so that it can be extracted and read easily.

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Assessment

For both assignments, the overall presentation, structure, coherence and clarity of your submission will be assessed. Marks will be awarded for demonstrating a good understanding of the specified topic, for providing appropriate and correct detail and analysis, and for good use of examples. Marks are distributed as below:

- Assignment 1: 55% (Design justification), 40% (Mock-up), 5% (Critique)
- Assignment 2: 45% (Investigation), 50% (Analysis), 5% (Critique)

Assignment 1:

Consider an interactive photograph-based application for a mobile device such as a phone, or a tablet computer. The application would take photographs from a source and package them up to be sent to another source, such as a social networking feed.

- Identify the uses people could make of such an application.
 - Some example uses to get you started are:
 - cataloguing, tagging, naming, sharing, sorting, archiving, editing.
- Decide upon a user base and profile the expected users.
- Identify the required functionality.
- Design the look and feel of the user interface and the interface metaphor adopted.
- Sketch and mock-up your design showing sets of screen flows and user activities.
- Make clear your design assumptions and explain in detail the decisions you have made together with your justifications for doing so.
- Provide a critique of your design and explain how you could improve it.

You should create a design which is **your own work** and not a straight copy of an existing application with similar functionality (such as iPhoto). Do not simply duplicate existing interfaces but try to provide novel and original solutions to this design task. You will find guidance in the course materials provided – most especially in the readings and activities suggested in Section 2 of the Subject Guide. The following books will be of most use:

- Buxton, Bill, Sketching User Experiences: Getting the Design Right and the Right Design. (Morgan Kaufman, 2007).
http://www.elsevier.com/wps/find/bookdescription.cws_home/711463/description#description
- Buxton, Bill, Saul Greenberg and Sheelagh Carpendale, Sketching User Experiences: The Workbook. (Morgan Kaufman, 2010).
http://www.elsevier.com/wps/find/bookdescription.cws_home/723098/description#description
- Cooper, Alan, Robert Reimann and David Cronin, About Face 3: The Essentials of Interaction Design. (John Wiley & Sons, 2007). <http://eu.wiley.com/WileyCDA/WileyTitle/productCd-0470084111.html>

UNIVERSITY OF LONDON

DIPLOMA AND BSc IN COMPUTING AND RELATED SUBJECTS
FOR INTERNATIONAL PROGRAMMES STUDENTS

COURSEWORK SUBMISSION FORM

IMPORTANT, PLEASE NOTE:

You must complete this form in full and attach it to the coursework that is to be submitted to the University.

Full name:
(as it appears on your Registration Form)

Student number:

Unit title:

Unit number:

Assignment number:

DECLARATION

I declare that:

- I understand what is meant by plagiarism.
- I understand the implications of plagiarism.
- This assignment is all my own work and I have acknowledged any use of the published or unpublished works of other people.

Signature **Date**

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COURSEWORK SUBMISSION CHECKLIST

Before you submit your coursework to the University, have you:

- ☐ completed the title, unit number and assignment number on the submission form?
- ☐ **signed** and **dated** the Declaration?
- ☐ put your name and student number on every page?
- ☐ put the unit number, unit name and assignment number on every page?
- ☐ used more than one page? If so, have you securely stapled or tied the pages together?
- ☐ used a disk? If so, have you used a separate disk for each assignment? (Note: you should only use a disk if it is explicitly asked for in the assignment).
- ☐ labelled clearly and securely attached any disks?
- ☐ attached all parts of the coursework required (including the submission form)?

If you fail to do these things your coursework may not be accepted.

Please send all coursework to:

The Registration and Learning Resources Office
Room STG13
Stewart House
University of London
32 Russell Square
London WC1B 5DN
United Kingdom
Tel: +44 (0)20 7862 8326
Fax: +44 (0)20 7862 8329

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Assignment 2:

- Investigate how elderly users (that is, those over the age of 65) approach the use of computers and the Internet. Define the problems and issues that are particular to this user group and describe what steps in accessibility and universal usability are being taken to make their experience of user interaction better.
- Choose an application area that is pertinent to how older users make use of new interactive technologies. Analyse in detail, with suitable and relevant examples and illustrations, how user interfaces in these areas could be designed to suit the specific needs of this user population.
- Critique your work and suggest how you might do it better, or differently, if you did it again.

You will find guidance in the course materials provided – most especially in the readings and resources suggested in Sections 6 and 7 of the Subject Guide. The following books will be of most use but remember that some textbooks have online resources: use them but do not copy text from them.

- Dix, Alan, Janet Finlay, Greg Abowd and Russell Beale, Human-Computer Interaction. (Prentice Hall, 3rd edition, 2003). <http://www.hcibook.com/e3/>
- Jones, Matt and Gary Marsden, Mobile Interaction Design. (John Wiley & Sons, 2006). <http://eu.he.wiley.com/WileyCDA/HigherEdTitle/productCd-0470090898.html>
- Lazar, Jonathan, Universal Usability. (John Wiley & Sons, 2007). <http://eu.wiley.com/WileyCDA/WileyTitle/productCd-0470027274.html>
- Sharp, Helen, Yvonne Rogers and Jennifer Preece, Interaction Design: Beyond Human Computer Interaction. (John Wiley & Sons, 2nd edition, 2007). <http://eu.wiley.com/WileyCDA/WileyTitle/productCd-0470018666.html>, <http://www.id-book.com/>
- Shneiderman, Ben, Catherine Plaisant, Maxine Cohen and Steve Jacobs, Designing the User Interface: Strategies for Effective Human-Computer Interaction (Pearson Education, 5th edition, 2009). <http://www.pearsonhighered.com/dtui5einfo/>, http://wps.aw.com/aw_shneiderman_dtui_5/

You **must** undertake reading beyond the course notes and textbooks. You will have to explore some of the available online information for this topic and search for further information yourself. It is not possible to provide an exhaustive completely up-to-date list of useful sources since sites change so frequently but do look at the links suggested in the Subject Guide preface, all of which have been recently accessed.

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