

CMSI 370

INTERACTION DESIGN

Fall 2008

Assignment 0925

This assignment switches to some implementation, while still maintaining the link to our “theme” of user interfaces for 3D environments, in the form of Google SketchUp and Second Life.

Not for Submission

By September 16

Shore up the material from the last two weeks with the following readings:

1. Chapter 2 in Shneiderman/Plaisant.
2. Chapters 4 and 5 in Nielsen.
3. Chapter 2 in Norman.

By September 18

4. Create and commit stubs for your facsimiles; ideally, have the Maven directory structure in place as well as a *pom.xml* file.

By September 23

5. Have the screen facsimiles mostly done, so that you can ask questions in class if you get stuck with something.

Assignment Preview

In case you're interested: after these Swing facsimiles, the plan is to do the same facsimile exercise but using XHTML/CSS/JavaScript. Feel free to get a jump on that if you like. *That* assignment will be due on October 2, with the midterm coming on October 7.

For Submission

Choose one sufficiently complex, self-contained user interface display each from Google SketchUp and Second Life, and replicate their layout (if not their look) with Swing. While there are no hard rules for “sufficient complexity,” these characteristics can serve as a guide:

- At least four (4) distinct types of components (i.e., labels, buttons, text fields, check boxes, etc.),
- At least ten (10) actual component instances,
- Genuine 2-dimensional layout (i.e., no toolbars or simple lists)
- Multipanel interface (i.e., tabs, master-detail, etc.)

Good candidates include: preference or configuration dialogs; non-trivial data entry windows; property windows; instrumentation displays. When in doubt, show me the interface and I can tell you if it's complex enough.

Your facsimiles must conform to and be buildable by Maven (<http://maven.apache.org>).

Include a screenshot of the display that you tried to copy in the *src/main/resources* subdirectory of each program's top-level directory (once you get to know Maven, you'll know what this means).

How to Turn it In

1. Commit/work on your SketchUp facsimile under *homework/cmsi370/facsimiles/sketchup*.
2. Commit/work on your Second Life facsimile under *homework/cmsi370/facsimiles/secondlife*.
3. This is how I will retrieve and run your work:
 - Checkout each directory
 - *cd* to the directory on the command line
 - Invoke *mvn package*
 - Invoke *java -jar* on the *.jar* file that appears in the *target/* subdirectory
 - Compare your program to the original screenshot included in *src/main/resources*