

CMSI 370
INTERACTION DESIGN
Fall 2008

Assignment III

It's time to return to our case studies for this semester, this time from a direct manipulation angle.

Not for Submission

By November 11

1. Read Chapter 6 from Shneiderman/Plaisant.
2. If you haven't already done so (this was assigned back in Assignment 0925), read Chapter 4 from Norman.

For Submission

Evaluate the 3D object direct manipulation designs in Google SketchUp and Second Life. To focus your activities, build the three-tiered structure that was described in class on November 4, collaboratively in Second Life (as assigned that day) and individually in Google SketchUp.

Perform your evaluation against the direct manipulation characteristics that have been discussed:

- Visibility of objects and actions of interest
- Rapid-response, reversible, incremental actions
- Actions have a noun-verb structure
- Affordances and natural mappings

Use LaTeX for your report, devoting one section to each direct manipulation characteristics. For each of these characteristics, your report should cover the following:

- How well (or badly) each application fulfills that characteristic of the direct manipulation interaction style
- Your assessment of which application does better in terms of that characteristic
- One or more suggestions on how to improve each application's 3D object direct manipulation design for that characteristic

Provide screenshots and specific examples from each application to support your evaluation, and/or sketches, mockups, or prototypes for your interaction design suggestions.

How to Turn it In

Commit your LaTeX, figure, and SketchUp files to CVS under *homework/cmsi370/dm-evaluation*. Leave your Second Life object on the LMU CS Island; make sure that it can be modified by members of the LMU CS group.