

CMSI 370-01

INTERACTION DESIGN

Fall 2015

Assignment I020

This assignment combines some writing, some research, and some coding. We go heavier on the writing and research here, with the coding being a stepping stone to the next assignment.

Outcomes

This assignment will affect your proficiency measures for outcomes *1a*, *1b*, *2a*, *2b*, and *4d–4f*.

Note how coding outcomes are not included here; this is to keep you from worrying about them while you are learning your way through HTML, CSS, Bootstrap, and maybe some JavaScript. Still, try to do things right and well—the next assignment *will* include those as outcomes.

Background Reading

The following textbook readings will be helpful for this assignment, in addition to any relevant guidelines or API documents pertaining to your selected user interface component:

- Norman Chapters 1 and 2
- Shneiderman/Plaisant Chapters 1 and 2
- Nielsen Chapters 2, 4, and 5

To accomplish the technical aspects of this assignment, you will need to acquaint (or advance) yourself with the following technologies:

- Even more `git` and GitHub
- Jekyll (the website generator used by this project, <http://jekyllrb.com>)
- HTML, CSS, and some JavaScript as used by Bootstrap (<http://getbootstrap.com>)

These technologies will be introduced in class, but as always there will always be more to learn and thus it will be useful to acquaint yourself with the information on these websites.

For Submission

A User Interface Component Catalog Entry

Help me launch my Paradixm research project ([dondi/paradixm](https://github.com/dondi/paradixm) on GitHub) by contributing to its user interface component catalog. In doing so, you will demonstrate your understanding of usability metrics, guidelines, principles, and theories as well

as get a warm-up to HTML, CSS, and Bootstrap. You will also get some in-depth exposure to a specific, real-world user interface component.

One such user interface component (potentially from a specific platform) will be assigned to you. Students may work on the same general user interface component, but will still need to be individually assigned to one or more platform-specific design/implementation of that component. In this situation, students may work together on the common content for that component, then individually on the specific versions. The quality of work on the common content will affect the proficiencies of every student who worked on it, so make sure that the work is equitably allocated.

An outline of the expected content, per user interface component, can be found in the current placeholder for the *Button* catalog entry:

<http://dondi.github.io/paradixm/components/button/>

Develop the content in HTML. Use Bootstrap for layout, styling, formatting, and some behavior. The existing site source has already been set up so that these will load for you automatically. Templating has also been set up already so that you do not have to worry about common layout or navigation elements (although those are minimal anyway).

If you can think of a user interface element that is not included under the current *Catalog* listing, bring this up in class and we can determine if this can be justifiably added to the list.

How to Turn it In

1. Fork my *paradixm/* project repository.
2. Clone and work with this fork; use *jekyll* to preview your results. Details for how to edit this content will be given in class.
3. When you are finished, submit a pull request to the original *paradixm/* project.
4. Feedback will be committed and pushed to your *private* CMSI 370 GitHub repository.