

CMSI 370-01

INTERACTION DESIGN

Fall 2015

Assignment 1124

Time to release yourself from coding-related constraints and become a full-on designer.

Outcomes

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

Background Reading

Textbook reading is comprehensive for this assignment: anything may be relevant from throughout the semester.

For Submission

A “Dream” Interface Design

This is your chance to cut loose—design your idea of a “dream” user interface for a selected system. Think outside of the box, be creative, mix and match interaction styles—it’s your call. Some (minimal, I hope) ground rules:

- You may mix and match any existing *shipping* technology (e.g., multitouch, speech, audio/video, gesture, 3D, accelerometers, gyroscopes, GPS) regardless of current platform.
- Prototype or speculative technologies are off-limits (e.g., brain control, holograms, see-through displays, human-like vision or comprehension)—if something exists but is extremely bleeding-edge, provide one or more references to document its availability.

That’s pretty much it. All else is fair game. Your design should include the following:

1. A description of the type of system for which you have created the design, focusing on any particular usability issues that you’d like to address (see options in next section).
2. A top-level design or layout
3. At least two usage scenarios
4. Rationale for your design: relevant priorities, mental models, interaction design concepts, guidelines, principles, theories, etc.
5. Usability metric “forecast” analysis of your design—if implemented then tested, what would

be your design’s strong metrics? Weak metrics? Explain your choices.

Illustrate things as needed, with diagrams, screen mockups, etc. Don’t forget to cite references.

What System?

The target system for your user interface is a front end for any currently existing web service API, just like in Assignment 1029. As such, you are constrained to the data and capabilities provided by that API *on the back end*, but you may present, process, navigate, or interact with those services in any way that you like. You also don’t need to worry about security constraints or server-side complexities that specific APIs may have.

And yes, your dream design front end may also be built on the web service for which you have already *implemented* one (i.e., Assignment 1029). Further, to expand on the functional possibilities of your front end, you may *combine* multiple APIs, as long as all of these APIs are used as they currently exist.

For systems that offer not only web services but also “drop-in” widgets (e.g., Pinterest, Twitch, Twitter, etc.), you are allowed to redesign those widgets as you see fit, if those widgets play a role in your dream design. Stay within the data provided by those widgets, but you can re-layout, -present, or -organize the information any way you like.

Presumably, you will find something among these options that is to your liking and will keep you excited. If you have any questions about your choice, don’t hesitate to run it by me.

How to Turn it In

Commit your work under *dream-design*. As usual, LaTeX is recommended. You may also describe your design as one or more web pages (consider building these with Jekyll so that you get templating, standardized layouts, etc.)—feel free to use the *paradoxm* Jekyll configuration as a starting point.