CMSI 370

Interaction Design

Fall 2017

Assignment 1012

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.

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.

Because this assignment builds on an open source repository, we will not be using GitHub Classroom for this one. Instead, our workflow will more closely model open source collaboration in GitHub.

For Submission

A User Interface Component Catalog Entry

Help me refine my Paradixm research project (*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 (for a specific platform that has not yet been catalogued) will be assigned to you. Students may work on the same general user interface component, but will still need to be individually assigned to a 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 scores 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 this location in the published website:

http://dondi.github.io/paradixm/template/

Prior students might have already contributed content to your assigned component. In that case, start by reading, refining, and possibly integrating the content that is already there.

Next, develop your additional 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. If other students are working on the same component, use the same fork and work as collaborators.
2. Clone and work with this fork; use *jekyll* to preview your results.
3. When you are finished, submit a pull request to the original *paradixm/* project.
4. To maintain privacy, feedback will not be posted to your (public) fork.

Specific Point Allocations

As with the hands-on usability study assignment, your work will have an allocation of 80 points for *content* and 20 points for *writing*.

Specific to this assignment, the 80 content points will be distributed among the following categories:

- *Common content*—The quality of the shared (platform-independent) portions of the article; all students who work on the same article will get the same common content score
- *Individual content*—For articles that are worked on by multiple students, separate point assignments will be given for the platform-specific instance that they worked on; this will vary per student

The proportion of common content to individual content will vary depending on the subject matter of the article. This is difficult to predict beforehand and can generally be decided only after the final article has been reviewed.

The writing score will be shared by all students who worked on the same article.

Given this point scheme, it is in your best interest to review and proofread the *entire* article prior to finalizing your submission.