

CMSI 370-01

INTERACTION DESIGN

Fall 2013

Assignment I206

Yes, this is it. No other work for the rest of the semester (outside of refining your portfolios).

Outcomes

This assignment will affect your proficiency measures for outcomes *1a*, *1c*, *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 top-level design or layout
2. At least two usage scenarios
3. Rationale for your design: relevant priorities, mental models, interaction design concepts, guidelines, principles, theories, etc.
4. 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?

And so, after some consideration, the target system for your user interface can be one of the following:

- A very common and well-known application category, such as a web browser, mail client, messaging system, word processor or editor, etc. With this choice, your reader is very likely to have strong task knowledge, and some interface knowledge—which you would then turn on its head by envisioning your “dream” interface for that application.
- An application that simulates a real-world construct, such as marshmallows-and-spaghetti, a construction kit, or a “detective view” of some location. The reader may not have as much task knowledge here as the first choice, so you should spend the first part of your dream design describing your application in terms of its task objects and actions. Most readers’ “interface knowledge” here, such that it is, will be literal, based on real-world experience. Your dream interface should translate this mental model as effectively as possible.

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. If you choose this route, commit your files to the repo *and* upload them to `~username/cmsi370/dream-design` on `my.cs.lmu.edu`.