CMSI 370-01
INTERACTION DESIGN
Fall 2014

Assignment 1127

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 can be any of the system categories that were studied in the mental model paper (Assignment 1016). As such, you may be inclined to use the same category from that assignment, as theoretically you would have a handle on that technology's usability limitations and challenges already (which you will now attempt to address in *this* paper **:)**). This is totally OK, or if you want to explore another system category, that is fine as well.

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*.