

## HCI Assignments

In addition to readings in the text, (option 2) students are expected to complete two assignments, described below. We will work out the exact content for each student in class.

### MID-TERM ASSIGNMENT

### IN-DEPTH RESEARCH

Select a small area of HCI that you have interest in and explore it. Prepare a report back to the class about what you learned. Summarize the area in a discussion or oral report of 5-15 minutes.

You can use the web addresses provided earlier to locate writings on your topic of interest.

Content should be some small topic which you can find three or four articles/books on. (I will make suggestions to everyone who asks.) Best would be content that you encountered at work or in school. Another good idea is to select an issue which bothers you about some software or hardware system that you use regularly.

### FINAL ASSIGNMENT

### DESIGN CRITIQUE

Select one application or system interface that you are quite familiar with. Using the design principles discussed in class, in the lecture notes, and in the textbook readings, analyze and critique this interface. Consider:

- the cognitive model
- the visual layout
- the dialogue management
- the interactivity model
- the information structure
- the integration with i/o devices
- the task appropriateness

Build a model of the information structure, following the content being presented and its organizational structure.

Build a model of the interactivity, following the flow of control and communication throughout a dialog transaction.

Then redesign the interface in any areas that you think could be improved. Be specific about what you think is wrong and why your redesign is an improvement.

Justify your critique and your redesign by citing references from the HCI literature.