

Assignment: Interface Design + Application Initiation

Due October 11, 2007

CS 160, Fall 2007

Overview

There are two distinct parts of this assignment. For the interface design, we're asking that you storyboard the main tasks for this application (at least 3), and test those storyboards out with at least one (non-CS160) user. We want to see the storyboards and a reflection on the user test to explain what you learned from the study and what changes you plan to make.

Then, there is the application initiation, where we are asking you to implement an initial part of your application. We want to make sure each of the groups has gone through the steps of creating an application and interfaced with a database (see separate handout).

Interface Design Report Guideline

Submit a roughly 5-9 page report as described below. Feel free to use this as an outline for the report, or organize your report to contain the following information.

- Include group name, list of members, and email addresses on the report
- Include the complete list of tasks you plan to implement for your application. This can be the list of features from the last assignment expressed as user tasks, or can be updated based on your evolving thinking
- Pick at least 3 main tasks to storyboard. These should be the central activities that need to be accomplished to use the application
- Create a storyboard for each of these tasks that communicates how the user will accomplish the task. It shouldn't be at the "button press" level of action detail, but has to communicate how the flow of steps of how the task will be accomplished.
- User study of all storyboards with at least 1 non-CS160 user
 - Refer to the user anonymously, but provide some demographic information indicating why this user is a good match with your target population
 - As they step through the storyboard, note which steps are clear and which steps are confusing to the user, and ask what is confusing about it.
 - For this user study, one member of your group should serve as facilitator, one member should serve as observer
- Reflecting on the user study—what did you learn from observing someone else view the storyboard? What changes will you make in light of the user study?
- Group member contribution—state what each person in the group did to contribute to this total assignment (developing the storyboard, user test of the storyboard, and the application initiation).

Grading Criteria

- Picking the main tasks to storyboard. These are the basic tasks that need to be well-designed for the application to be successful.

- Quality of the storyboards (can be hand-drawn or computer-rendered)
 - The storyboards must communicate clearly and cleanly—drawings should be done well
 - Logical flow of the storyboard should be efficient and easy to use (we will be evaluating this independently of your user study)
- User study
 - Document that you picked a user that is appropriate for your target population
 - Describe what went well with the storyboard and where the user had problems
 - Clearly reflect on what you learned from the user study; what you will change?
- Initiation application implementation (see separate handout)
 - The application must function as specified