

Human-Computer Interaction

20% of your final grade

Project #3 – Build Your Interface

Assigned: Monday 2/23/15

Due: Friday, 3/27/2015, presentations 10-1, final report: 11:59 PM

Build Interface

A. Present the new interface <- 5 minute presentation to TA and myself – 70 points

- Presentation details:
 1. 1 minute demo of project
 2. 1 minute explanation of what works
 3. 1 minute explanation of what does not work
 4. Estimate percentage complete and the grade you believe you earned.
 5. 1 minute feedback from us

Grading Criteria

- a. Applying HCI guidelines and principles, especially Shneiderman's Eight Golden Rules
- b. Completion of propose features

B. Turn in report (6 pages, single spaced): 30 points

- Page 1 - Design document – 10 points
 1. Terminology used
 2. Metaphors used
 3. Color/Style rules
 4. Other guidelines
- Page 2 and 3 PM: 4 Weekly feedback on builds – 20 points (5 points for each)
 1. Week 1: Feedback from at least one user on a **sketch prototype** of your interface. Attach sketch as Appendix A
 2. Week 2: Face validity feedback from at least one user on your **interface**
 3. Week 3: Speak Aloud feedback from at least one user on your **interface**
 4. Week 4: Usability (fill out the SUS survey <http://www.usability.gov/how-to-and-tools/resources/templates/system-usability-scale-sus.html>) and “try to break it” feedback from at least two users on your **interface**
- Page 4 SM: Weekly sprint plans – 20 points
 1. Tasks and estimates for each person
 2. Actual time taken for each task
- Page 5 and 6 US: Principles – 20 points
 1. Analyze how your application works (or does not) for a novice, intermediate, and expert user – 10 points

2. Explain how you applied Shneiderman's 8 golden rules. – 10 points
3. List and explain the features that are *central* to the project that have been successfully implemented
4. List and explain the features that are *central* to the project that have NOT been successfully implemented
5. List and explain additional features that have been successfully implemented
6. Estimate the percentage of your project you have completed.
7. Link to your interface so we can try it (if applicable)