

# HCI (CITS3201) Assignment 1

## Interface Design Concept

**Aim:** The aim of this assignment is to test your ability to design a product with a novel interface and to demonstrate your ability to present clearly a portfolio of design concept documents and supporting information.

**Task:** You will need to choose a simple game which you can play on both a mobile phone and a personal computer. Your task will be to start to design versions of the game for other novel interfaces and document the process and issues. Details below.

Use a **web page** interface to give easily navigable access to your design documents and commentary.

**Due Date:** Due 4:00pm Tues 7th Apr, 2009 (week 7).

Your work is to be submitted *electronically using csubmit* by 4pm on the due date.

All late submissions will be penalised in accordance with the School of CSSE policy on late submission: “an item submitted after the deadline but within 24 hours of the original deadline, will have the mark reduced by the 20% penalty. If submitted between 24 hours and 48 hours late, a penalty of 40% applies, and so on, until the penalty reaches 100% after 4 days. You may choose to submit late assessment after 4 days, but it will contribute nothing to the unit's overall assessment.” For the full policy see <http://www.cs.uwa.edu.au/departamental/publications/latesubmission.html>

**Project Planning** This assignment is worth 15% of the total marks for CITS3201. You are expected to spend 15 to 20 hours on this assignment, including background readings. A cover sheet, detailing the marking criteria is attached. You must submit this cover sheet with your assignment.

The work you submit for this assignment must be your own. In accordance with the School of CSSE Plagiarism policy “Any contribution from others ... *must* be acknowledged as part of the submitted work. Students must inform the unit coordinator if their work is done jointly or borrows heavily from others. Failure to do so is **plagiarism**.” This includes the use of templates, text book examples and all information from the web. For the full policy see

<http://www.csse.uwa.edu.au/departamental/publications/policy.on.plagiarism.html>

### Assignment 1 Task

You will need to find a simple game which you can play on both a mobile phone and a personal computer.

First, provide a short description of the game.

Compare the experience of playing the game on the two interfaces. Give a short account of the experiences and the similarities and differences.

For the rest of this assignment, we want you to consider the pros and cons of playing the same game using different interfaces. Select three interfaces other than the GUI and mobile ones, e.g. tangible, wearable, and shareable, and describe how the game could be redesigned for each of these, taking into account the user group being targeted. For example, the tangible game could be designed for young children, the wearable interface for young adults and the shareable interface for old people.

Go through the research and design issues for each interface and consider whether they are relevant for the game setting and what issues they raise. Eg, for the wearable interface, issues to do with comfort

and hygiene are important when designing the game.

Describe a hypothetical scenario of how the game would be played for each of the three interfaces.

Consider specific design issues that will need to be addressed. For example, for the shareable surface would it be best to have a tabletop or a wall-based surface? How will the users interact with the game for each of the different interfaces; by using a pen, fingertips, or other input device? Would you add any other rules?

Compare the pros and cons of designing the game using the three different interfaces with respect to how it is played on the cell phone and the PC.

### ***Assignment 1 Deliverables***

Submit your assignment web page and the linked documents you have developed. Your web page should support easy navigation and viewing of all your documents. In particular, the web page should provide access to, 1) your details, 2) a generic game description, 3) a comparison of the actual experience of playing the game on a PC and a mobile, 4) for each of three new interfaces which you chose, give 4.1) an overview of the interface, 4.2) details of the way the game is to be played on that interface including variations in the rules, 4.3) the target user group(s), 4.4) an overview of the design of the game interface including diagrams, pictures or mock-ups, 4.5) a scenario of an actual game, 5) a brief comparison of the pros and cons of designing the game for all five interfaces, and 6) a list of all reference sources you used for the assignment (including help from other people, templates, books, articles and all web material).

Chapters 1-6 of the text book “Interaction Design” gives more details about the concepts involved.

Marking criteria for the assignment are detailed on the project cover sheet. Make sure you read these carefully to determine what is required for each part of the submission.

*Mark Reynolds, HCI Unit Co-ordinator, March 2009*

## CITS3201 Assignment 1 Cover Sheet 2009

<b>Family Name</b>	
<b>Given Names</b>	
<b>Student Number</b>	
<b><i>Presentation of the ONLINE SUBMISSION OF ALL ITEMS</i></b>	<b>20/100</b>
<i>Ease of use:</i> Document collection and its web page interface has clear structure and is easy to navigate	/5
<i>Completeness:</i> All parts submitted and accessible from the assignment web page.	/5
<i>Readability:</i> Documents written in clear prose; Succinct style ; Appropriate use of diagrams; documents are easy to navigate; duplication of information is minimised.	/10
<b><i>CONTENT</i></b>	<b>80/100</b>
Q1. Generic Game Description	/5
Q2 PC/Mobile comparison	/5
Q3(a,b,c). Game for new interface specified	/15
Q4(a,b,c). Interface described, diagrams, aesthetics, usability, design issues	/15
Q5(a,b,c) User group: appropriate, reasons given, user experience identified, affective aspects	/9
Q6(a,b,c) Scenario outlines	/15
Q7. Overall comparison: design issues, usability, user experience	/10
Q8. References	/6
<b><i>MAJOR STRENGTHS</i></b>	
<b><i>MAJOR WEAKNESSES</i></b>	

**MARKER:**

**TOTAL MARK:**

