Hall of Fame and Shame (Individual)

Due: 5 PM, Friday, February 8, 2013

Overview

The goal of this assignment is to identify and critique both good and bad user interfaces.

Requirements

Using any other design principles you have learned in this course or have learned elsewhere, you will find an example of **both** a Hall of Fame UI and a Hall of Shame UI. Your two choices should be supported by these design principles. This should be a very simple assignment. Spend no more than 60-90 minutes finding and writing up these examples.

Deliverable

You will turn in a short write-up describing a I) good user interface for the "Hall of Fame" and II) a bad user interface for the "Hall of Shame".

Each example should include:

1. A screenshot or photo (for physical objects) of the interface

2. A short description of the interface and where it comes from (URL if from the web.)

3. A short justification (i.e., three concise bullet points) for why it belongs in the "Hall of Shame" or "Hall of Fame". Use design principles as evidence (e.g., your knowledge of color vision, the Model Human Processor/Fitts' Law, Nielsen's Heuristics, etc).

Note that you need to find the interface on your own, not rely on a Google search of someone else's complaint about an interface or a site that aggregates bad interfaces.

Writing Guidelines / Grading Criteria

Overall writing quality (20 pts)

Check your essay for grammar errors and make sure it is easy to read. First and foremost this means making sure your writing is clear and concise. This also means using bolded section headings, liberally adding whitespace, and including images in the body of the write-up with appropriate figure numbers and captions. Refer to the figures (e.g., "(see Figure 2)") in the body of your text.

Hall of Fame Example (40 pts)

Briefly identify the UI being identified. If it is a portion of a larger UI, make it clear where it fits into the bigger context. Include an image of the UI that is large enough to understand the issues you are highlighting. Include the URL (if web-based) where the image comes from. Use a drawing/painting tool to highlight/callout particular features in the UI that you would like us to see. Clearly identify the reasoning and principles behind this being in the Hall of Fame. Your score on this will be also based on how well this example is supported by the principles/reasoning you have given.

Hall of Shame Example (40 pts)

Briefly identify the UI being identified. If it is a portion of a larger UI, make it clear where it fits into the bigger context. Include an image of the UI that is large enough to understand the issues you are highlighting. Include the URL (if web-based) where the image comes from. Use a drawing/painting tool to highlight/callout particular features in the UI that you would like us to see. Clearly identify the reasoning and principles behind this being in the Hall of Shame. Your score on this will be also based on how well this example is supported by the principles/reasoning you have given.