

EE 4213 Human-Computer Interaction

Semester A 2008-2009

Assignment 1

Due Date: 9 October 2008 on Week 6

1. Figure 1 shows a typical control interface in personal computer system. For each of the Norman's usability principles, use one example to explain whether the principle is satisfied or violated in the interface.

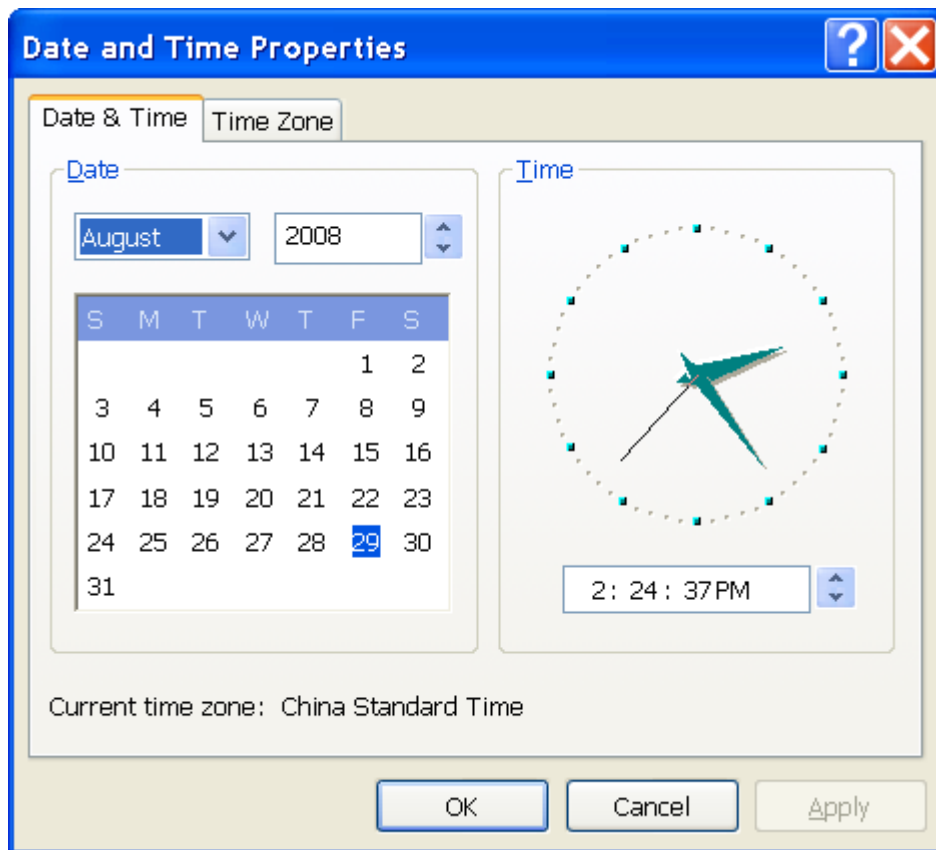


Figure 1

2. Find one **good** design example and one **bad** design example of user interfaces from everyday things (hardware or software) that are found in Hong Kong. State **where** they are found. Do the following:
 - Justify your choices using Norman's principles of **visibility**, **mapping**, **affordance**, **constraints** and **feedback**. It is noteworthy that a good design may not fulfil all five principles while a bad design may not violate all of them. More discussions on Norman's principles are found in Chapter 1 of his book *The Psychology of Everyday Things* and thus it is suggested to read it beforehand.
 - Provide pictures of the two interfaces you have examined.

- Apart from justification using Norman's principles, point out other good and/or bad points for each interface if possible.
- Suggest improvements for the interfaces if possible.

Remarks:

- Use **AT MOST 8 pages** for answering the two questions and submit **hardcopy** of your assignment before or on the due date
- Use **AT MOST 7 minutes** to present your major findings of ONE design example in Question 2 in front of your class on Week 7 or Week 8
- Do not use examples which are found in teaching materials and internet such as www.baddesigns.com
- Suggest to find examples which are popular and computer-related
- **Assessment will be based on (i) Correctness of the answers; (ii) Fulfilment of requirements; (iii) Selected examples (e.g., it is not suggested to use old/new versions of KCR/MTR ticketing machines because they are too popular and had been used frequently in previous HCI courses.) (iv) Writing and presentation skills; and (v) Attendance of your presentation session**