

Human Computer Interaction — Assignment

Summer term 1439H

College of Computer in Al-Qunfudah - Umm Al-Qura University

Assignment Due at 11:59:59pm on Tuesday, Thul-Qi'dah 11th.

Electronic Submission URL:

<https://uq.sa/5ginoR>



OBJECTIVE: To develop the skill of designing and evaluating an interactive user interface by applying the concepts learnt from this module such as designing process, writing scenarios and evaluating based on a well-known criteria and so on.

SUBMISSION, ASSESSMENT AND RULES

- This assignment counts towards 20% of the overall mark for the module.
- The assignment is to be done in a group of no more than 3 students for each.
- You may work on any topic idea that are based on: (a) the creation of a new interactive technology to support a human activity, or (b) the substantial improvement of an existing interactive technology so that it better supports a human activity (or population of users). You are encouraged to be creative and innovative.
- Be sure to put your name(s) and registration number(s) at the top of all submitted files.
- The assignment must be done on the Word processor or any other documents processors by applying the following formats:
 - The first page (cover page) consists of the title, students names, module name and any other relative data (e.g. date).
 - The font size of content must be 12.
 - The font type must be "Times New Roman".
 - The margin of the content pages are 1.5 cm from the top, bottom, right and left margin.
 - There must be 2 lines spaces between the content lines.
 - The document must contain the page numbers.
- The document must NOT exceed 4000 words.
- The assignments must be written in English.
- The file must be submitted in a .pdf, .doc or .docx format.
- The references section must be included at the end of the document.
- **Note:** The required idea as detailed below in tasks must NOT be copied or taken from the lectures notes, and it should be novel and different from group to other.

TASK 1: Project topic brainstorming

You will start by brainstorming possible topic ideas, so list your 3 best project ideas from your brainstorming. Provide a 1—3 sentence description of each.

TASK 2: Preliminary user and task Analysis

1. Choose your most promising idea from Task 1 and write a short paragraph describing why you have selected this idea over your other two candidate ideas (provide a short justification for your selected idea.).
2. Sketch of your interface/information display (<https://www.draw.io> or Hand-drawn).
3. Develop a user profile for the intended populations of your idea.
4. Create 2 distinct scenarios using a range of stakeholders that illustrate the potential utility of your chosen system. The scenarios should be directly related to the human activity you are trying to support.
5. Write a Use Case (in text format) of your product and draw the Use Case diagram.

TASK 3: Usability evaluation

1. Search around the web sites or books to find out a measurement for your product usability, and discuss how that can be used on your product in order to evaluate it.
2. Include a sample (3-10) questions of the evaluation questionnaire from the previous point.

MARKING BREAKDOWN(out of 100%)

Task 1. Project topic brainstorming: (5%)

Task 2. Preliminary user and task analysis: (60%)

- Justification for your selected idea: (10%)
- Designing interfaces: (10%)
- Developing a user profile: (10%)
- Creating distinct scenarios: (10%)
- Writing and drawing the Use Case diagram (20%)

Task 3. Usability evaluation: (20%)

- Discussion of the usability evaluation: (10%)
- A sample of questionnaire: (10%)

Task 4. Following the required format of the document: (5%)

Task 5. Group presentation: (10%)

- A session for discussing the project with groups.
- **Note:** This task's score may vary from student to student based on their responses.