

# Assignment 1: Usability Experiences

In this assignment, you will identify and articulate an experience you have had with a system, device, or service where the design failed to adequately communicate to you how to successfully complete your intended task, or in some way failed you from a usability perspective.

You will present your analysis and synthesis as a quick 3 minute talk, in class, supported by 3 slides. You will share your presentation with the class in the first half of our first meeting as a way to introduce yourself to your classmates.

## Analysis

1. Identify an interactive environment in which you have experienced a breakdown, which resulted from interaction / interface design. Explain how the interaction design is disconnected from your experience of performing a task in the world.
  - a. The interactive environment you choose can be an information appliance, a mobile app, a software application (like a game or a word processor), or a service (If you have a question about what fits, ask the professor). If (and only if) your problem environment is not familiar to everyone, include a brief description of what it does in your presentation.
2. Make sure you can tell a good story about how and why it happened.
3. Be as clear as you can about the shortcoming(s) of the design.
  - a. The shortcoming(s) that you identify need to involve principles of interaction design. Examples include unclear state, unclear indication of what is possible to do, what the effects of particular controls are (affordance design), and unclear mappings. You need to apply these principles to explain how they result in being unable to accomplish specific goals in real world tasks and activities.
  - b. Problems like system crashes, limited system functionalities, and hardware malfunctions are not interaction design shortcomings.
4. Craft a story that is incisive and engaging.

# Presentation

You'll be asked to submit your slides before the synchronous meeting. Submission instructions to follow.

- Your presentation will be strictly limited to 3 minutes.
- Consider the design of your slides and your presentation.
  - Design the slides and your oral presentation to complement each other, rather than to simply repeat the same information.
  - Develop slides that visually support what you will be saying. Be thoughtful about how you make and use your slides. Don't just read them!
- Communicate clearly.
- Be sure to show your full name on the first and last slide.
- Consider suggesting alternative designs or solutions.
- Use Google Slides and submit your slides following the instructions you're given.

# Grading rubric

You will be graded based (1-5) on the following criteria:

1. Engagement-factor: Have you identified a design breakdown? How interesting and thoughtful is the breakdown you have chosen?
2. Articulation: Articulation of breakdown, using principles from the readings. Counts twice as much as other criteria.
3. Oral Presentation: focused, clear, concise.
4. Visual Presentation: Slides are clear, concise, and engaging, and complement the oral presentation.

# References

This assignment is an evolution of Andruid Kerne's assignment for a graduate level human centered computing course.