

Term Project
Human-Computer Interaction Seminar
INLS 310-89, Fall 1999

Choose one of the two term project options. Students are encouraged to work in teams of 2-4 individuals. Individual projects must be justified to the instructor. For both options, a final, written report that documents the study or the design is required.

Option 1. Design and conduct a usability study for an existing system

1. Select a system and write a description that includes goals, user population, features, and a context for the system (e.g., competing systems, any previous studies, major revisions).
2. Conduct an expert critique and make redesign recommendations, including sketches or prototypes for new interface features.
3. Either conduct a comparative analysis with another existing interface OR conduct a usability study with appropriate subjects.

Option 2. Design and prototype an interface for a system of your choice.

1. Define a specific application. The interface should be guided by a well-defined task set and a clearly specified user population.
2. Produce a set of design specifications (the different versions of the design specifications will be turned in as part of the design) and use them to mock up the prototype using paper screen displays or electronic prototyping tools.
3. Based on feedback from peers and potential users (discount usability), revise the design specifications and create a functional prototype of the interface with a tool such as Visual Basic, Java/HTML, Tk/TK, etc.

Timeline for Project

1. A statement of project/topic and team composition is due September 6 (third week) (verbal and written outline)
2. A design outline/plan of operation/extended outline is due October 11 (eighth week) verbal
3. Final product/paper is due December 6.