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|  | **Assignment No. 02 Semester: Fall 2020**  **CS408 – Human Computer Interaction**  **Graded Assignment**  **VuDaily.com** | | **Total Marks: 20**  **Due Date: 14-12-2020** |
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| **Question No.1** | | **14 Marks** | |
| **Consider the following scenario, you are required to write the seven stages of action to achieve the goal:**  “For example, I might want a place that I can relax outside that would not get muddy and that I don’t have to move my outdoor furniture around to mow. Building a deck would satisfy my goal of place to relax outdoors that would not get muddy or be in the way of mowing.”  **Write down the seven stages of action. Write your answer in following table.**   |  |  |  | | --- | --- | --- | | **Sr#** | **Stage Name** | **Action** | | **1.** | Stage 1 is Forming a Goal. | This is what you want. As an example, I might want a place that I can relax outside that won’t get muddy and that I don’t have to move my outdoor furniture around to mow. | | **2.** | Stage 2 is Forming the Intention | This is what would satisfy the goal. A deck would satisfy my goal of place to relax outdoors that won’t get muddy or be in the way of mowing | | **3.** | Stage 3 is Specifying an Action | What do I have to do to achieve the intention? I would need to build a deck to meet the requirement set in my goal | | **4.** | Stage 4 is Executing the Action | Here I would do the steps of the action. I would build the deck | | **5.** | Stage 5 is Perceiving the State of the World | Using the senses to gather information. My finished deck would be off the ground and have my outdoor furniture on it. | | **6.** | Stage 6 is Interpreting the State of the World | What has changed? My furniture is off the ground away from the mud and no longer has to be moved to mow the lawn. | | **7.** | Stage 7 is Evaluating the Outcome | Did I achieve my goal? I can relax outdoors now without worrying about mud or moving furniture. I achieved my goal. |   **Question No. 2 06 Marks**  Identify which one is an example of good design and which one is an example of bad design. Explain with solid reasons by applying design principles. **(Explanation should not be more than 3 to 4 lines)**        **This is not a good design** because a grid structure is particularly important for defining an interface with several levels of visual or functional complexity. After interaction designers have defined the overall framework for the application and its elements, visual interface designers should help regularize the layout into a grid structure that properly emphasizes top-level elements and structures but still provides room for lower level or less important controls. The most important thing to remember about grids is that simple is better. If the atomic grid unit is too small, the grid will become unrecognizable in its complexity.  ass1.PNG **This is a good design** because alignment of visual elements is one of the key ways that designers can help users experienced product in an organized, systematic way. Grouped elements should be aligned both horizontally and vertically.  In particular, designers should take care to  • **Align labels**  • **Align within a set of controls**.  • **Align across controls.**  • **Follow a regular grid structure**  Ambiguity and complexity are the enemies of good design. Clear, simple grids help combat ambiguity. | | | |
| **Deadline:**  **The deadline to submit your assignment is 14th December 2020. Your assignment must be submitted within the due date through VULMS. No assignment will be accepted through email after the due date.** | | | |