

Project Assignment 2: Prototype Version 1
CS 4390-5390 Human-Computer Interaction
David G. Novick

Due: 1:30 p.m., September 21, 2009

Do:

1. Develop at least three metaphors for the interface; pick the one you believe best.
2. Develop a PICTIVE prototype with your users; videotape the session.
3. Based on the PICTIVE prototype, develop a prototype interface. You will probably want to consult the iPhone Human Interface Guidelines, available at <http://developer.apple.com/iphone/>. The prototype can be built using the interface-builder tool in Apple's [iPhone SDK 3.0](#) (you'll have to register as a developer) or with any other tool or program you want (e.g., PowerPoint). You do not have to implement application functions, but the prototype should appear to run, even if the output is pre-determined. The prototype should be aimed at the key tasks you identified in your task analysis report. Concentrate on these key tasks rather than adding bells and whistles to the interface.
4. Create a link from your group's Web page to your project report.

Turn in a report containing the following sections:

1. A discussion of the three metaphors, indicating their strengths, weaknesses and why you chose the one you did. Use the Carroll, Mack and Kellogg paper in your analysis.
2. A report of the process and resulting design from your participatory PICTIVE prototyping session(s)
3. Documentation for the prototype, including rationale for design decisions.
4. Key screen shots and explanations.
5. A user's manual for the prototype, which should be as brief as reasonably possible
6. A brief description of which team member did what part of the assignment
7. A statement signed by all members of the group that all members of the group contributed their fair share of the effort on the assignment.