Project Assignment E: Task Analysis
Human-Computer Interaction

Introduction
This is the start of the semester’s major project. There will be multiple project assignments, so rotate the responsibility for the assignments through each member of the group.

As you will recall, we want a simple project of building a small software system that is interesting enough to last the rest of the semester but is not so complicated that you’ll have to work 24 hours a day on it. A single screen is probably sufficient, and you’ll probably not want more than four screens. The intended users of the system must not be CS students!

Set up a Web page for the project, listing each team member, with a link to a new page for each assignment. Give your app a name, and make that your team name. Post “turn-in” items 1 through 6 to the page for Project Assignment 1.

Do:
1. Agree on an iPhone or Android application to develop
2. Determine the task(s) that the app will do. Normally, this should be the automation of a task that users now do manually. Devise specific, concrete examples.
3. Determine the system’s users. Identify specific people, even for an interface to be used by the general public.
4. Talk with two to three users. Determine:
   a. What is the user’s relevant work
   b. What tools, if any, are currently used
   c. What works well, and why?
   d. What are the problems that the new system will address?
5. Set usability goals for your app. These can be in terms of performance, satisfaction, or both. The goals should be appropriate for summative usability testing. For example, “All users will complete task x in less than 45 seconds.” Or, “Eighty percent of users will rate their satisfaction with the application at least 4 on a 5-point scale.”
6. Do a hierarchical task analysis, and involve at least one user in the analysis.

Turn in:
1. A paragraph describing the app and its functions. What tasks will the app do?
2. A paragraph describing the intended users.
3. A report of the results of your meeting(s) with the users. Include an assessment of your interview process: what worked well, what didn’t work well, what you would keep, what you would change.
4. The usability goals.
5. The hierarchical task analysis
6. A brief description of which team member did what part of the assignment
7. A statement signed by all members of the team that everyone contributed a fair amount of effort.