

DEPARTMENT OF COMPUTER SCIENCE
UNIVERSITY OF TORONTO

CSC 318S
THE DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA
Fall Term, 2002-3

Assignment 4
ACTIVITY AND INFORMATION DESIGN

HANDED OUT: Wednesday, October 16, 4 p.m.
DUE BACK IN: Thursday, October 31, 4 p.m.
WORTH IN MARKING SCHEME: 12 points

THE PURPOSE AND TASK OF THIS ASSIGNMENT

The purpose of this assignment is to give you experience in developing a concept for a solution to the design problem. In doing so you will be carrying out activity design, augmenting it with information design, and developing scenarios.

Your task is to envision, specify, develop, and explore a concept for a solution for the design problem. Exploration will include soliciting feedback and reactions from individuals not on your design team, including senior citizens.

Your team will then document your understanding of these issues in a thorough and thoughtful report (circa 15-25 pages, double-spaced).

Your report should address the following issues (this list may suggest an outline for your report):

1. A description of your system concept, and how it arises out of the requirements analysis, scenarios, and claims from your Assignment 3.
2. A list of the functionality to be included in your system.
3. Information design scenarios and sketches describing how the envisioned system is to appear and is to be used
4. A brief statement and analysis of claims about these scenarios
5. Reactions of individuals not on your design team to the scenarios and sketches
6. Reactions of senior citizens to the scenarios and sketches
7. A very brief statement of implications for the design from these reactions.

1. The system concept describes key ideas for your envisioned system, and how it responds to the:

- the problem you are trying to solve
- the results of the requirements analysis
- negative claims about features of current practice, such as those in your “problem scenarios”

You should state clearly what the envisioned system would do for various stakeholders.

2. Specify the functionality proposed for your system. List proposed capabilities and describe them in sufficient detail to be clear to individuals not on your design team.

3. Prepare at least two scenarios describing the life of your target users and other stakeholders as they use the envisioned system. The scenarios should make use of what you have learned in your requirements analysis, and should illustrate the most important functionality envisioned for the system. Your scenarios can be expressed in text as in Chapters 3 and 4 of the text, but they must also be augmented with Information Design visual sketches and diagrams as in Chapter 4.

You will be combining the Activity Design and Information Design phases from the text. Hence your scenarios and sketches should illustrate **both** functionality and appearance.

Scenarios can also be expressed graphically with text annotations, as, for example, in a *storyboard*. (A storyboard is a sequence of visual images with text annotations that represents successive stages in a scenario, animation, or video.) Scenario could even be created as videos.

Finally, for concepts that involve novel hardware, such as mobile devices with special size, weight, or form factors, sketches or even physical models of proposed devices would be helpful.

4. Describe at least three features arising in the scenarios and claims, both “pro” and “con”, about these features. The features encapsulate design issues involving your users and the other stakeholders that arose in developing the scenarios. Each design issue should be analyzed by a small set of claims that assert what is good (+) or bad (-) about the feature.

5. Solicit reactions of at least two (ideally, somewhat knowledgeable) individuals to the system functionality and appearance. These individuals should not be on the design team, although they may be members on the class who are on different design teams. Functionality should be judged in terms of its usefulness in dealing with the problem defined by the Requirements Analysis, and its perceived appropriateness for senior citizens. Use the insights you have developed in posing questions to ensure that you do not put answers into the mouths of your informants. The reactions should be summarized in an appropriate way, such as a table. Including quotes from these individuals may also be helpful.

6. Solicit reactions of at least two senior citizens to the system functionality and appearance. Functionality should be judged in terms of its usefulness in dealing with the problem defined by the Requirements Analysis. Use the insights you have developed in posing questions to ensure that you do not put answers into the mouths of your informants. The reactions should be summarized in an appropriate way, such as a table. Including quotes from these seniors may also be appropriate.

7. Summarize the implications for your design that you can draw from these reactions from independent individuals and senior citizens.

KEEPING THIS ASSIGNMENT WITHIN BOUNDS

If you spend more than 12-15 hours per person on this assignment, you are spending too much time. To achieve this goal, it is very important that all members of your group participate actively and collaborate in the work.

Although every report will be different, it seems likely that you can do a reasonable job of dealing with each issue as follows:

Issue 1: 2-3 pages
Issue 2: 2-3 pages
Issue 3: 4-9 pages
Issue 4: 2-3 pages
Issue 5: 2-3 pages
Issue 6: 2-3 pages
Issue 7: 1 page
Appendices (if appropriate)

WHAT YOU SHOULD HAND IN

You need to hand in your report, one report per group, **IN TWO COPIES**.

The report must be typed and submitted on 8.5"X11" paper. Structure and organization, spelling, grammar, word usage, and document appearance will count for roughly 15-20% of your grade. Sketches, diagrams, and tables should be used where appropriate to assist in conveying the concepts. **Papers submitted that are not written in minimally acceptable English will be returned for rework and resubmission.**

Each submission must include a title page with a meaningful title, your names, your student ID#, your tutor's name, the course name and number, and the date. The second page should contain a very short one-paragraph executive summary of the document, a table of contents, and **a statement of who did what on this assignment.**