Assignment 1003

This assignment serves as a review for the midterm; we will go over them in class and you’ll be able to take them home for review.

For Submission

Pick one specific, non-trivial feature, function, or activity from one of the user interfaces in our previous list (by “non-trivial,” I mean something that can’t just be done with a single user-initiated action like a button click or keypress):

- Amazon
- AIM
- eBay
- Eclipse
- Gaim
- iTunes
- Firefox
- GMail
- Google Maps
- Google Video
- ManeGate
- MapQuest
- Microsoft Messenger
- Microsoft Office
- NetBeans
- OpenOffice
- SourceForge
- Yahoo Mail
- Yahoo Messenger
- YouTube

Based on either Norman’s seven stages of action or Shneiderman’s object-action interface model, design an improved version of the user interface for that feature or function.

Your submission should include the following components:

1. A clear description of your improved design, using a combination of written text and illustrations or screen mock-ups (hand-drawn is fine, as long as it’s clear).
2. An explanation for how the improvements were derived from your chosen theory.
3. A listing of the principles from any of the available sets (Shneiderman, Nielsen, Tognazzini, etc.) which are now (or better) satisfied by your improved design.

Let your imagination run wild — this exercise is *not* bound by the capabilities of any particular platform, framework, or API. Further, remember that “interaction design” isn’t just a matter of screen layout or labeling — it can involve multistep processes or sequences. Feel free to completely revamp or redo the user interface, if you think the changes will improve that interface’s compliance with your theory of choice.

**Bring nine (9) copies of your submission to class — one for yourself, one for each of your classmates, and an one for me.** The plan is to take home everyone’s work, with our notes on it, and use that as a review resource when preparing for the midterm.