Assignment 1025

Alright, now it’s time to transition your iOS work from learning curve to something more directed.

Outcomes

Assignment 1025 will affect your proficiency measures for outcomes 1d, 1e, 1f, 2c, 2e, 3j, 3l.

Not for Submission

By October 11
1. Read Chapter 2 in Norman.
2. Read Chapters 4 and 5 in Nielsen.

By October 13
3. Be as settled as possible on exactly how you would like your make change user interface to look. A good way to crystallize your thoughts is to start writing your design rationale report by this time. That way, your “vision” gets established, and the remaining week can be about implementation, implementation, and implementation. You can still be flexible, of course, but beyond this point, major design changes become more costly (remember that there may still be much to learn about the language, the platform, and the API).

For Submission

“Make Change” 2.0

Redesign your respective iOS make change apps to reflect, as much as possible, the principles of good interaction design that you’ve seen and read about in the past couple of weeks. Don’t forget to keep your code readable, clean, and easy to maintain, and of course continue to comply with the iOS Human Interface Guidelines.

Design Rationale Report

Accompany your redesigned user interface with a report on what you changed, and why (Tip: Take screenshots or explicit notes on how your current app design, for use in discussing “before” and “after” versions later).

How to Turn It In

Submit three artifacts:
• Your complete project directory (electronic)
• Hardcopy of your source code (uh, hardcopy)
• Your design rationale report (hardcopy)

Extra Credit

Remember the Hewlett-Packard 12c? Do some research on this product and produce a report which hypothesizes, from an interaction design standpoint, why this product has had such a long life and great success (while of course supplying any discovered facts that lead to this hypothesis). Site multiple sources, from multiple media. Back up all factual claims. Explain your hypothesis clearly, especially how it is informed by the field of interaction design.

If you use the library to do your research and you turn in a quality paper, you may qualify for this year’s Undergraduate Library Research Award (http://digitalcommons.lmu.edu/ulra). Three words: One. Thousand. Dollars.

If I deem your work to be worth entering into the ULRA competition, you will gain +’s in 1b, 1d, 1e, 1f, 1i, 2a, 2c, 2d, and 2e (plus the aforementioned chance at $1,000).

You may submit your research report anytime before the end of the semester.