### **Assignment - 1** COMPSCI 325 - Fall 2021

**Due: 09/14/2021 at 11:59 pm.**

This assignment consists of 2 parts. After finishing both parts, submit 1 PDF to the assignment on Gradescope.

#### **Part 1: Frustrating interactions (30 points)**

1. Think of a technological interaction that frustrated you recently

2. Sketch your experience in any way you like (feel free to add screenshots/pictures):

3. Write or diagram exactly **HOW** it failed for you. Specify activity, tasks, interactions.

4. Now, dig deeper: write / diagram **WHY** it failed as best you can. Apply design concepts/considerations/principles.

#### **Part 2: Norman Doors (50 points)**

1. For each door, mark down how you think it operates (From Computer Science Unplugged. Bell, Witten and Fellows. 1998)

|  | Push? Yes/No  Pull? Yes/No  Slide it? Yes/No  Interact on the left side? Yes/No  Interact on the right side? Yes/No |
| --- | --- |
|  | Push? Yes/No  Pull? Yes/No  Slide it? Yes/No  Interact on the left side? Yes/No  Interact on the right side? Yes/No |
|  | Push? Yes/No  Pull? Yes/No  Slide it? Yes/No  Interact on the left side? Yes/No  Interact on the right side? Yes/No |
|  | Push? Yes/No  Pull? Yes/No  Slide it? Yes/No  Interact on the left side? Yes/No  Interact on the right side? Yes/No |
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|  | Push? Yes/No  Pull? Yes/No  Slide it? Yes/No  Interact on the left side? Yes/No  Interact on the right side? Yes/No |

2. For each door, identify which design concept(s) are most relevant to how well a user could operate that door (e.g. affordance, signifier, mapping, visibility, constraints, feedback, transfer effects).

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3. Which door do you think is the most usable? Briefly explain your reasoning.