Assignment 7

Iteratively Design and User Test A Kiosk Implemented in Flash or Flex

You are to use Flash/Flex to build a "walk up and use" touch-screen kiosk. You can make the kiosk display any useful information you want; email the instructor your ideas so you can get some feedback/advice.

Dates

- Assigned: 5 May

- noon 7 May: email the instructor a half-page write-up of the kiosk you'll test/design. Anything handed in later will count against your grade for this assignment

- noon 19 May: submit your final code and a 1 page summary of your project

- 19 May: oral presentations in class

- noon 26 May Final Report Due

Objectives

Ideas you might consider:

- showing off a product, like in a showroom

- directory information (as in a shopping mall)

- information/services provided by an organization

- a kiosk all about you: perhaps something like a portfolio...

- something clever (but not simple!)

We will try to make sure multiple people are not doing exactly the same thing, so get your ideas in early to "reserve" your idea.

Although Flash/Flex will drive you towards something ... well, "fancy," please focus on usability. You should have animations where they are useful. You must implement, test, implement, test, implement: two (2) rounds of user testing. Each round should be with at least 2 users each (but preferably 4), all with Flash prototypes (no paper mockups this time). As before, for your report of each user test, you should prepare User Action Reports of the critical incidents (both good and bad).

1. Build complete implementation (version 1)

2. User test of first implementation (user test 1)

3. Second complete implementation, based on results of user test 1 (version 2)

4. User test of second implementation (user test 2)

5. Final complete implementation, based on results of user test 2 (version 3)

Have fun with this! Try to make something that's powerful, useful, and approachable by typical people.

Notes

- Your interface should fit on a screen that is 1024x768.

- We may take off points for not fixing problems that users identified in either user test, unless you explain in your report why you think it was appropriate to not fix it.

Turning in

May 7, by noon:

You should have emailed the instructor a half page description of your idea, and will quickly get feedback on whether it is OK or not. The earlier you email, the quicker you can get started on your design. Use subject: "PUI hw7 idea <your name>"

May 19, by noon: Everything except your Final Report.

- All 3 Flash/Flex iterations: Be sure to put each in a separate .zip file. Each .zip file must have your name in the title and must have a name making it clear which iteration it is for (e.g. Vassilis-Kostakos-kiosk-v1.zip, Vassilis-Kostakoskiosk-v2.zip, Vassilis-Kostakos-kiosk-final.zip). Your code must be well commented with variable names changed from their defaults to meaningful names. Submit both the Flash executable (.swf) and the project file (.fla) in your zip files.

- 1 page summary .pdf for your presentation.

- Be prepared to give a verbal summary of your findings to the class, using a demo of your finished interface, and the above summary of your project

May 26, by noon

Submit your Final Report. Since the assignment is more about testing than anything else, your grade will be primarily based on a final report you will produce that will include:

1. A copy of your task script – more than one if you changed them, making it clear which task script goes with which prototype. Your task script should provide a clear understanding of everything you did with your subjects: what instructions you gave them, what questions you asked them etc.

2. The UARs generated during your two user studies of at least 2 users each.

3. A 3-6 page summary of "lessons learned" from the testing. A well-done document will describe specific, concrete things that happened in your testing, the general design principles they indicate, and your response to each (what you changed, and whether that helped, possibly as evidenced by subsequent user test).

4. Any additional material from the tests that you think would be relevant (full user logs/notes are fine if you want to "give us everything.").

5. If you made changes to your code after your presentation, you can resubmit your application, but please describe what you changed and why.