UMP	Universiti Malaysia PAHANG Engineering + Technology + Creativity	COURSE: GRAPHICAL USER INTERFACE			MARKS:	
		TOPIC: Graphical User Interface Design		CODE: DCM 2013	/15	
		ASSESSMENT:	NO:	DURATION:		
		Assignment		2 weeks		
Assignment – Individual (15%)						

Learning Objectives

Through this assessment student will able to:-

1. Classify the Graphical User Interface (GUI) in various types of softwares.

2. Construct a GUI prototype according to the user interface guidelines.

Instructions:

1. This assignment requires you to form do individually. Each students is requested to design a graphical user interface (GUI) of product application using any software (Photoshop, paint, Ms Power Point, etc).

2. You can choose any product application below as a guide or you can propose your own product application:

- a. Washing Machine
- b. Photostat Machine
- c. Global Positional System (GPS)
- d. Banker Machine
- e. Lift
- f. Vending Machine
- g. Phone Reload Machine
- h. Ticketing Machine

3. As a guide, you need to write about **2-3 pages or 1500 words** of report with

your own word. Your report should have the criteria as following:

i. Introduction to product applications

ii. Graphical User Interface (GUI) of product application.

iii. Justify each design element in your layout.

iv. Your rating and comments about this assignment. What the advantages and disadvantages you get from this assignment.

4. This assessment is worth **15%** from overall mark and you are advised to refer to assessment guide for what are being expected from your work.

5. Please be alert with due dates and plan your work based on recommended time duration.

Submission:

1. A hardcopy report with the graphical interface design (and presentation) of your windows application worth 100 marks.

	Assessment Report Guide: Evaluation Criteria	Mark
1.	Table of Content	5
2.	Introduction and background of your application	20
3.	Layout design of your product application	30
4.	Explanation on each design element in your layout.	20
5.	Discussion (Advantages and disadvantages)	15
6.	Conclusion	10
7.	Total	100

