	COURSE: Graphical User Interface		MARKS: /30
	TOPIC: Good Design Principle	CODE: DCM1013	
	ASSESSMENT: Assignment	DURATION:	

Individual Assignment (15%)

Learning Outcome:

Case study evaluation and improvement proposal to demonstrate achievement of CO1 & CO2.


Instructions:

1. Select **ONE** mobile application in **tourism domain**. Based on your selection, evaluate the application's GUI based on **5 Usability Objectives**.

For each objective, you must determine whether your selected application is inline with the objective or not. Justify your answer by explaining what the application is following or lacking in regards to the objectives (**5 objectives means 5 explanations**).

2. Also based on your selected application, **propose 3 GUI improvements following the Usability Objectives**. Propose your idea of improvements in following sequence:
 - a. Based on your evaluation, select **3 GUI items** (in related to Usability Objectives) in the application that can be improved.
 - b. Propose improvement for each selected GUI items (**3 items means 3 proposed improvements**).
 - c. Elaborate your answer by drawing images/sketches of your new proposed improvements (Images/sketches must be done using software tools. Hand-drawing is not allowed).
3. Your report for this assignment should have the following items:
 - a. Cover page (name, student ID, section and lecturer's name)
 - b. Table of content
 - c. Introduction (provide explanation about your selected application). Introduction must contain:
 - i. Overview of application's functionality (its usage)
 - ii. Explanation of target user
 - iii. Explanation of required user's interaction with the GUI
 - d. Evaluation towards 5 Usability Objectives (as stated in 1.)
 - e. Improvement ideas for 3 GUI items of the selected application that relates to Usability Objectives.

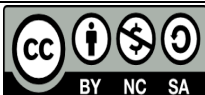



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Marking Rubric:

1. **CO1:** Classify the Graphical User Interface (GUI) in various types of softwares. (10%)

		2	1	0	Weight	Mark		
CO1	Introduction	Good explanation on app's functionality	Acceptable explanation on app's functionality	No submission	1			
		Good explanation on target user	Acceptable explanation on target user		0.5			
		Good explanation on required human interaction	Acceptable explanation on required human interaction		1			
	Objective 1: Ease of Learning	Correct answer (inline or not with Objective 1)	Wrong answer (inline or not with Objective 1)		0.5			
		Good justification	Acceptable justification		1			
	Objective 2: Efficiency of Use	Correct answer (inline or not with Objective 2)	Wrong answer (inline or not with Objective 2)		0.5			
		Good justification	Acceptable justification		1			
	Objective 3: Memorability	Correct answer (inline or not with Objective 3)	Wrong answer (inline or not with Objective 3)		0.5			
		Good justification	Acceptable justification		1			
	Objective 4: Error Frequency & Severity	Correct answer (inline or not with Objective 4)	Wrong answer (inline or not with Objective 4)		0.5			
		Good justification	Acceptable justification		1			
	Objective 5: Subjective Satisfaction	Correct answer (inline or not with Objective 5)	Wrong answer (inline or not with Objective 5)		0.5			
		Good justification	Acceptable justification		1			
						Sub Total	/20	



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CO2: Construct a GUI prototype according to the user interface guidelines. (5%)

		2	1	0	Weight	Mark
CO2	Improvement in regards to GUI item 1	Proposed improvement is logical to be implemented	Proposed improvement is not logical to be implemented	No submission	1	
		Image/sketch is justifiable towards proposed improvement	Image/sketch is not justifiable towards proposed improvement		1	
	Improvement in regards to GUI item 2	- same -	- same -		1	
		- same -	- same -		1	
	Improvement in regards to GUI item 3	- same -	- same -		1	
		- same -	- same -		1	
					Sub Total	/12
*2 bonus marks					TOTAL	/32

***** END OF ASSIGNMENT HAND OUT *****

