CS 795/895 –Human Computer Interaction, HW6

1. **(80 points)** Company "Dualimbo" has experienced declining sales during the last six months. Dualimbo wants to break this negative trend by a new innovative product line, i.e. wearable camera for youths, between 12-18 years of age. The target group consists of young people who like new cool gadgets for a reasonable price. The management's watchword for the new product line is "simplicity and coolness". You are a project manager at Dualimbo. You are responsible for the design of the interface and interaction design of the new gadget. There are no restrictions stated by the company as long as the interface fulfills the requirement of simplicity and coolness.

    a. Describe your design process, from idea to the finished product.

        i. Describe in detail, using text and sketches, how the user interface looks like and how to interact with it.

    b. How would you evaluate your new design? Give a full outline of an empirical study of usability. Be specific about what you would measure, under what conditions, and how you would decide if any differences in usability.

2. **(20 points)** Describe your thoughts about what you think it means to work as a software engineer (or computer scientist). You may therefore – if you like – be very personal and describe your own plans and fears for your future career, criticism/praise for your education, skills you need to develop further, and soon. This homework question is intended to encourage you to reflect about yourself and your future career, and will therefore be graded generously!

What to Turn in:

- Submit your hw6-yourlastname.pdf file to Blackboard.