

## CS 570 – Human Computer Interaction, Homework 3

For this assignment you will build a wireframe of an interface you find interesting. Your interface could be based on 1.) Something we have discussed in class, 2.) One of your previous assignments (including bad interfaces from H1 that you want to redesign, or an interface you thought about doing your ethnography study for H2), or 3) something else that interests you. Based on the previous class and your readings, generate appropriate task scenarios, persona(s), and use case(s) to find a single or small set of problems you will address. Next create a prototype wireframe of an interface that will allow your persona to accomplish the goals from the use case.

You may use any technology you would like to create your wireframe (e.g., Pencil Project, Smartdraw etc.). Your final output should not be highly decorative because the goal is to describe the functionality and interaction, not the look-and-feel. So your output should be cleanly clearly presented. If your functionality is very simple or obvious without seeing the interaction, you may only need static wireframes. In many cases you will need to demonstrate the interaction. This could be done through annotation, video, animation, wireframing tools, or just coding it up enough to show the interaction.

### **What to Turn In:**

Several paragraphs describing the task scenarios, persona(s), and use case(s). Include images should that be appropriate.

Your prototype wireframe with any textual annotation needed to understand it. Include screenshots of the prototype design in your report.