CS 321 Human-Computer Interaction:
Prototype Critique

A peer critique using the concepts from your readings and lecture will be given on your prototypes during class. The goal is to receive feedback on your interfaces, provide constructive criticism, and to examine design issues.

Questions to consider when examining a peer's project:

- Do you like the interface? Why or why not?
- What are the positive attributes? The negative attributes?
- What alternative design could be considered to help improve the interface?
- Overall, do you think the design is successful?

IMPORTANT: This will be a graded as a discussion group exercise. You must be present during class to receive credit and your design team must present your paper prototype. You will receive some points for being in class, but to get full credit you must participate by providing your classmates relevant feedback on their designs.

Use the following terms described in your readings and lectures to discuss your ideas (where applicable) **Note: you need to be familiar with these concepts on the day of the class:**

Internal consistency – are the elements within the GUI's coherent?

External consistency – are the elements of the GUI coherent with the OS they work with?

Real world consistency – are the elements of the GUI consistent with the way the concept is perceived or used in the real world?

Economy/Simplicity/KISS principle– are all items on the interface justifiable; do they have a function? Is the interface overwhelming?

Organization – is the screen well laid out with proper **use of white space**? Is it **balanced**? Or is it cluttered and overwhelming?

Grouping – are the elements appropriately grouped? Or are the haphazardly placed around the screen, or not appropriately grouped with like items? **What grouping techniques are used**?

Hierarchy – are the critical elements emphasized over the non-critical ones?

Navigation – is the interface moved though effortlessly, does the user know where to start?

Readability – Is the text easily distinguished and readable?

Legible – are the design elements clear and distinguishable?

Color – is the use of color appropriate and justified? Or is it causing the "Las Vegas" effect?

Affordances – what are the perceived properties that determine how it might possibly be used?

Visibility – is the conceptual model of the system and the actions they are allowed to take apparent?

Constraints – are there physical, semantic, cultural, and logical factors that encourage proper actions and prevent erroneous ones?