

## Hall of Fame and Shame – Individual Assignment

**Due: Tuesday, December 1, 2009**

### Overview

The goal of this assignment is to identify and critique both good and bad interfaces.

### Requirements

Using Nielsen's *Ten Usability Heuristics* or any other design principles you have learned in this course, you will find an example of **both** a Hall of Fame Interface and a Hall of Shame Interface. Your two choices should be supported by these design principles.

### Deliverable

You will turn in a short write-up describing:

- (1) a good interface for inclusion in the "Hall of Fame"
- (2) a bad interface for inclusion in the "Hall of Shame"

Each example should include:

- (1) A screenshot of the interface (or a photo for a physical object)
- (2) A short description of the interface and where it comes from (e.g., a URL if from the Web)
- (3) A short justification (i.e., three concise bullet points) for why it warrants induction into the "Hall of Shame" or "Hall of Fame". Use Nielsen's heuristics or other design principles as evidence to support your viewpoint.

You will also submit your examples in PPT format, using the template provided here:

<http://www.cs.washington.edu/education/courses/cse440/CurrentQtr/FameShameTemplate.ppt>

Note that you need to find these examples on your own. Do not rely on a site that aggregates bad interfaces or a Web search for somebody else's complaint about an interface.

### Submission

Upload a PDF of your submission (this should require no more than one page of text) and your PPT version to the Catalyst dropbox here:

<https://catalysttools.washington.edu/collectit/dropbox/summary/jaf1978/7152>

## **Writing Guidelines / Grading Criteria**

### **Overall writing quality (20 pts)**

Check your essay for grammar errors and make sure it is easy to read. This means making sure your writing is clear and concise. This also means using bolded section headings, liberally adding whitespace, and including images in the body of the write-up with appropriate figure numbers and captions. Refer to the figures (e.g., “(see Figure 2)”) in the body of your text.

### **Hall of Fame Example (40 pts)**

Briefly identify the interface (e.g., include a URL for Web interfaces). If it is a portion of a larger interface, make it clear where this portion fits into the bigger context. Include one or more images of the interface that are large enough to understand the issues you are highlighting. Use a drawing/painting tool to highlight/callout particular features that you would like us to see. Clearly identify the reasoning and principles behind this nomination for the Hall of Fame. Your score will also be based on how well this example is supported by the principles and reasoning you provide.

### **Hall of Shame Example (40 pts)**

Briefly identify the interface (e.g., include a URL for Web interfaces). If it is a portion of a larger interface, make it clear where this portion fits into the bigger context. Include one or more images of the interface that are large enough to understand the issues you are highlighting. Use a drawing/painting tool to highlight/callout particular features that you would like us to see. Clearly identify the reasoning and principles behind this nomination for the Hall of Shame. Your score will also be based on how well this example is supported by the principles and reasoning you provide.