5   Interaction Design (mcm79)

You are part of the data analytics and visualisation team at a large superstore chain. Below is the latest dashboard that your team has built to show yearly profits, sales, and quantities sold.
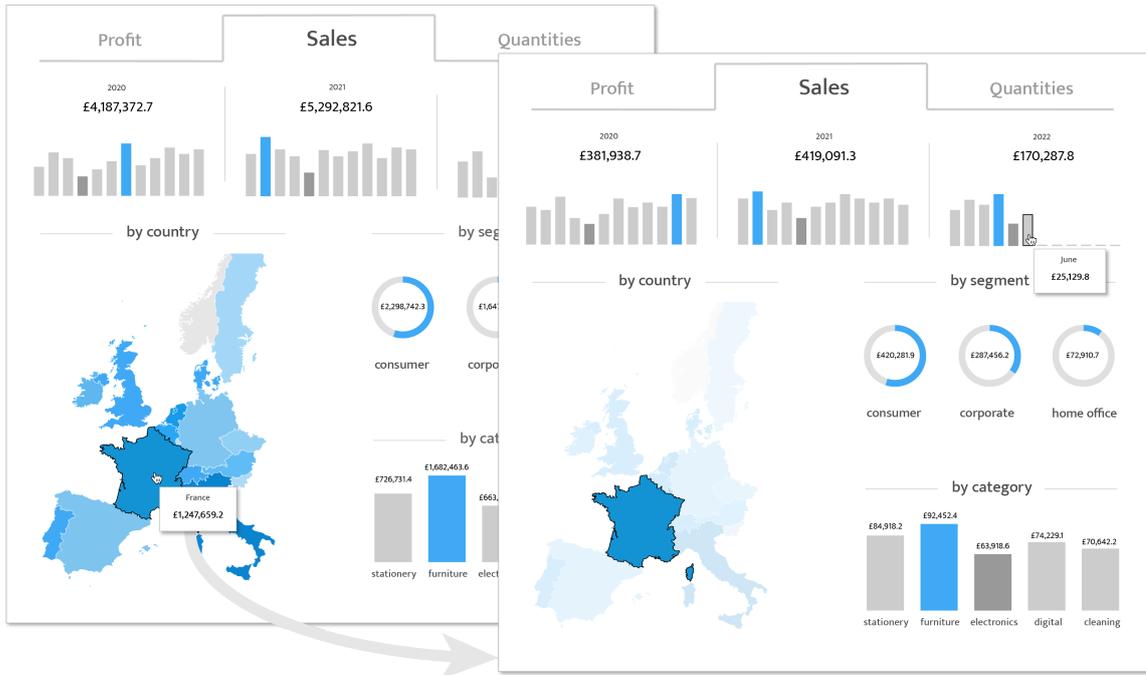
(a)   Identify and describe three gestalt principles and explain how these have been used in the design of the dashboard. [6 marks]

(b)   Before making the dashboard available to the business team, your team wants to conduct a Cognitive Walkthrough to identify usability issues. The typical user is a business manager who is overseeing a number of countries. The task to be tested is to "Find the latest monthly sales total for France".

Write an instruction sheet for first-time evaluators. Your instructions should include a description of what Cognitive Walkthrough is, the action sequence for achieving the task to be tested, and what the evaluators should record for each action. [5 marks]

(c)   The business team have requested a version suitable for mobile devices. Identify three aspects that need redesign due to the differences between desktop and mobile devices. For each aspect, describe how interaction on desktop and mobile devices differs and sketch one potential design solution. [9 marks]