

6 Interaction Design (hg410)

- (a) During your practical session you were asked to create a working Weather App for a group of chosen primary stakeholders that worked on a desktop or a laptop. This was done in three stages: (i) gathering requirements and data, (ii) designing a lo-fi prototype, and (iii) implementing a hi-fi prototype.

Describe the primary stakeholders the Weather App your group has developed for, and the three tasks your App supports for the chosen primary stakeholders together with the justification for each task supported. Consider the task of ‘Find today’s temperature in city X’ and sketch a task model for this assuming that the Weather App is not yet open. [6 marks]

- (b) A company has been asked to design and implement a system for visually impaired people. The main requirement is that the system will work with a lightweight device that the user can wear on his forehead, and the device will allow the user to hear colour by turning colour into sound frequencies. So, instead of seeing the world in grayscale, the user will be able to hear a symphony of colour, and even listen to faces and paintings. Explain which data collection techniques would be appropriate and which ones would be difficult to use for gathering requirements, and describe why that is the case. [4 marks]

- (c) Provide a definition of Gestalt theory in the context of interaction design. List the six principles of Gestalt psychology that have implications on interaction design, explaining what each principle is about. Describe how each of these principles were employed in the design of the web page given in the figure below. [10 marks]

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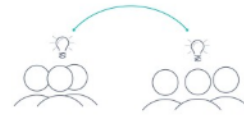
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