

EE4213 Human-Computer Interaction

Individual Project

Find one **good** design example and one **bad** design example from everyday life. You may choose any examples, ranging from home appliances to apps. State **where** they are found. Do the following:

- Describe the good and bad examples in terms of their functions, functional parts and interfaces. For each of them, identify **at least one** representative task and present the correct action sequence for that task.
- Justify your choices using Norman's principles of **visibility**, **mapping**, **affordance**, **constraints** and **feedback**. It is worth noting that a good design may not fulfill all five principles while a bad design may not violate all of them.
- Provide pictures of the two examples you have examined.
- Apart from justification using Norman's principles, point out other good and/or bad points (e.g., according to other usability principles) for each example if possible.
- Suggest improvements for the examples if possible.

Remarks:

- The maximum length of report is **4 A4 pages**.
- Submit **softcopy** of your report via the CANVAS link by **Feb 23, 9 a.m.**
- Use **at most 5 minutes** to present your major findings of one of the two examples via ZOOM during the lecture time in **Week 6 (Feb 23)**. It is expected that all students should attend the presentation sessions. Please share your screen and keep your webcam video on during the presentation.
- Do not use worked examples which are found in teaching materials and internet.
- **One bonus mark** will be given to each student who share his/her case study on his/her own professional webpage, e.g. linkedin.com or medium.com.