**HCI Activity**

**\*\* this is from U Va:** www.cs.virginia.edu/~horton/cs305/info/hw2-f08.html

**(1) Physical Design Homework, Option A**   
  
Use a GUI builder like Jigloo or Visual Studio  to demonstrate the use of a UI design pattern that requires you to organize UI components and containers. Good UI design patterns to consider include:

* Center Stage
* [Closable panels](http://designinginterfaces.com/firstedition/index.php?page=Closable_Panels)
* Moveable panels
* Extras on demand
* [Two-panel selector](http://designinginterfaces.com/firstedition/index.php?page=Two-Panel_Selector)
* Wizard

(the designinginterfaces online book (links above) also has links for each design pattern)

**(2) Physical Design Homework, Option B**   
  
Use a GUI builder like Jigloo or Visual Studio to create a particular window that addresses a particular task and create a good UI layout that demonstrates grouping, good use of color, icons, menus, etc. In other words, it should demonstrate what's been learned about layout, grouping, etc. Discuss your design and what you've tried to achieve and why.

Resources:

**An introduction to task oriented design:** [**http://hcibib.org/tcuid/**](http://hcibib.org/tcuid/)

**Article on personas:**

[**https://www.cooper.com/journal/2001/08/perfecting\_your\_personas**](https://www.cooper.com/journal/2001/08/perfecting_your_personas)

**cached slides on prototyping:**

[**https://webcache.googleusercontent.com/search?q=cache:Ba\_tgyZGmN4J:https://www.cs.virginia.edu/~horton/cs305/slides/prototyping-f08.ppt+&cd=8&hl=en&ct=clnk&gl=us**](https://webcache.googleusercontent.com/search?q=cache:Ba_tgyZGmN4J:https://www.cs.virginia.edu/~horton/cs305/slides/prototyping-f08.ppt+&cd=8&hl=en&ct=clnk&gl=us)

**paper prototyping:**

[**https://www.userfocus.co.uk/articles/paperprototyping.html**](https://www.userfocus.co.uk/articles/paperprototyping.html)

**article on interface design for tablet PC:**

[**http://www.cs.virginia.edu/~horton/cs305/info/tabletpc-if-design-devx.pdf**](http://www.cs.virginia.edu/~horton/cs305/info/tabletpc-if-design-devx.pdf)

**Fitt’s law applied in real world:**

**http://www.asktog.com/columns/022DesignedToGiveFitts.html**

**Fitt’s law for web design:**

[**https://webdesign.tutsplus.com/articles/applying-fitts-law-to-mobile-interface-design--webdesign-6919**](https://webdesign.tutsplus.com/articles/applying-fitts-law-to-mobile-interface-design--webdesign-6919)

**UI design evaluation using heuristics:**

**http://slideplayer.com/slide/9970366/**