

Assignment 3 Create a User Interface Design

DESCRIPTION:

Develop a coherent interactive design for "My Story About Me". Starting with your Storyboards from Assignment 2, refine your design and metaphor into a coherent interface design for the project, and sketch 3 screen designs from the project: a main menu and two content area screens.

Start by thinking about what content would be included in the project, move on how that content would be organized, then the metaphorical context in which it will exist. Your UI design should flow from your storyboards, but should be more formalized with actual interface design ideas and things like navigation and orientation cues for the user.

Questions to consider as you design:

- 1) How is my metaphor carried out in the design?
- 2) What is the grid and layout system I'm using to organize the information on screen?
- 3) Are the buttons and other elements consistently placed on screen? Is their placement reasonably intuitive to the average user? Can I use an icon instead of/in addition to text?
- 4) Am I presenting the content in a clear, accessible way? Am I presenting too much material at once? Not enough?

Your design should include:

- 1) Placement and basic appearance of buttons and other controls, and description of rollover and "click" behavior,
- 2) Rough text and image placements and styles,
- 3) Mention of colors/patterns of text, background, etc., and any special treatments of images (e.g., sepia-tone photos, animated GIFs),
- 4) Description of any audio components (prompts, background music, interface sounds),
- 5) Discussion of digital video or other "advanced" features you may include.

Guiding Principles for UI Design:

- Evoke curiosity
- Keep things intuitive
- Create (moderate) challenge, which leads to user discovery and interest
- Create an engaging experience for the user
- Make it **multimedia!** - Do something substantively different from what could be accomplished in print, or with video or audio alone.

DELIVERABLES:

I will collect the completed designs at the start of class on October 12.

DUE:

At the beginning of class for Week 6 (October 12, 2000).