

# CS 3205, Section 002 (Horton) - HCI in Software Development

## Homework 2: Wall of Shame

(version 1.0)

**Submission:** Submit your write-up as a .pdf file on Collab

**Part 1 Deadline:** Thu., April 6, 11:30pm

**Part 2:** We'll do Part 2 as an in-class exercise!

**Note:** You WILL lose 10% if your submission is not a pdf file.

### Overview:

Students will find shameful examples of bad usability (or user experience). You will capture this by taking screen-shots, and then use what you've learned in the course to analyze and discuss the example's failings. There will be two categories: Applications, and Websites. (You're not allowed to submit SIS, Collab, or any CS professor's websites.) The homework will have two parts. First, you'll find, analyze and document one good example for our Wall of Shame. (This is what you'll submit.) Second (in class at some point), you'll review other students' submissions and submit your verdict on what they've submitted. When and how we'll do Part 2 will be announced later. (There may be prizes/rewards for submissions that score high in Part 2, so try to do well in Part 1!)

For your enjoyment (or horror), here is the current reigning champion from past Wall of Shame homeworks. (The creators took it down, but not before we made a copy - ha!)

<http://www.cs.virginia.edu/~horton/cs3205/s13/info/brinascatch.com/Home.html>

### Part 1: Your Wall of Shame Entry

Find a website or application that illustrates an interface that has something that you think is really bad. One goal of this assignment is to find something as bad as possible. Choose either an application or a website; do not do one of each.

Get one or more screen-shots of the interface or parts of the interface that illustrate what's poor. (Because of the way you'll present this as a homework submission, your example has to be something where you can take screenshots that allow you to show and discuss why it has poor usability or user experience.)

You'll submit a PDF file that includes the screenshot(s), along with a written analysis of its usability or user experience failings. This analysis must demonstrate your ability to use principles and ideas that we've learned in the courses, and will

be judged in part on that basis. (It's allowable to add arrows or other annotations to your screenshot(s) if that will help the reader of the analysis see the problems, but this is not required and may not be needed.) In your document, please give full information identifying this website or application (including URLs, version numbers, platform the app runs on, etc.).

You'll submit your PDF to Collab. We'll also ask you to fill out a Google form, where you'll give your user-ID, the name of the app or website, which category you're submitting under (App or Website), and perhaps other information.

### **Collaboration rules for Part 1:**

You may work with one other partner to find your Wall of Shame entry, as long as you both contribute to searching and comparing that you do to identify something that is a good choice for this homework. However, once you've found your entry, the work of making screen-shots and writing the analysis must be done without further collaboration, i.e. this part is an individual assignment. In the Google form, we'll ask you to identify any partner you used to find your example.

We do not expect that every student or pair of students will find something unique, but we do require that you work as described here. When you submit, you will pledge that you have followed these collaboration rules.

### **Part 2: Review of Other Submissions**

After we have received your submissions, we'll organize them and make them available so that you can look at other students' submissions. In class at some point, you'll be asked to read three other Wall of Shame submissions, and you'll be asked to review and comment on their analysis. You'll also be asked to assign a score to their entry in these categories:

- Horror factor: how bad is this example?
- Quality of analysis: how well did your fellow student analyze and explain the characteristics of the interface quality using good HCI terminology and principles?

Details of how we'll do this will be explained later.