Homework 7

Due: 29 Oct 2007

Problem 7.1

Take an application program that you've used (not a game) for which you
are the target audience—that is, not something you've just played around
with once or twice. Evaluate its interface with respect to the five major UI
design goals that we discussed in class. While you won't be performing active
user testing, you should think about how your app compares to similar apps
along the various criteria, and give a thoughtful and considered evaluation
as to why.

For review, the five measurable goals were:

- Error rate

- Time to learn/ease of learning

- Performance (speed)

- Retention

- User satisfaction

Problem 7.2

Similarly, take an application you've used (a different one from the previous
problem) and analyse it with respect to major UI design principles.[1] Note
what the designers have done that follows or violates the principles, and in
the case of violations, note which design goal is impeded.

Problem 7.3

The inventory database for a small clothing store needs to keep track of all
the items they have in stock, along with contact information on where they're
from and how to order more. Keeping in mind that any given company (e.g.

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[1]See the boards from 15 and 19 October.

Levi's) will produce a number of different products (e.g. 501s), each of which still has a few parameters (e.g. inseam, length), draw an E-R diagram to represent the basic data in this database.