Assignment 2: Principles for Human-Computer Interaction

Out: Tuesday, 24 September 2013
Due: Tuesday, 1 October 2013

In your readings for next week, you’ll find two sets of design principles for human-computer interaction (Shneiderman’s “8 golden rules” and Nielsen’s heuristics). For this assignment, find two other sets of design principles.

Turn in the citations for where you located them (URL, paper or book citation, etc.) as well as a list of the principles (may be a photocopy or print out of the source, or you may choose to retype them).

Also, write a paragraph on each set of design principles that discusses how they are similar to or different from the ones in your readings. Were there any that surprised you?

(This assignment is to be completed in addition to the usual paper summaries.)