Informatics 131 – Optional Bonus Assignment

Instructions

Answer the following two questions and submit your document to the provided DropBox on EEE. The questions are based on Chapter 3 of “Designing the User Interface” (Ben Shneiderman & Catherine Plaisant, 5th edition).
Completing this optional assignment will earn you 5 bonus points for the class.

This bonus assignment is due on 3/19, 2pm.

Important

This bonus assignment represents the alternative to participating in interviews for virtual world team members of assignment 2. The assignment is also designed for on-paper team members of assignment 2 who would like to earn 5 bonus points for the class. You cannot participate in the interviews and submit the bonus assignment.

Questions

1. Provide a definition of participatory design. Give three arguments for and three arguments against participatory design.
   *(One definition paragraph, plus 6 arguments total.)*

2. Consider a system that does not yet exist. An example is a totally automated fast-food restaurant, where customers order via touch screen interactions, pay by swiping their debit or credit cards, and then pick up their food—aalogous to the self-check-out at some supermarkets, but even more extreme. Discuss how you conduct a contextual inquiry for a system that does not yet exist.
   *(About 1-2 pages double spaced, consisting of: ~½ page describing your system, and ~1 page describing your contextual inquiry approach.)*