CIS 443/543 User Interfaces

Exercise #1 Bus Kiosk

Due: Tuesday October 14 10am

Goals: To learn the following with a small real-life problem:
(1) How to conduct a requirements analysis for an interactive system.
(2) How to develop functional and usability requirements for a system.
(3) How to derive design from requirements analysis.
(4) How to iterate a design.
(5) How to use the studio method for design proposals.

Problem Statement
You are asked to design a kiosk at the downtown Eugene bus terminal that provides riders with the ability to buy their ticket(s) before boarding the bus. During this design, think hard about the wide variety of people that will use your kiosk and what their differing needs will be. Pay particular attention to designing a system that will support occasional users as well as frequent users, and people with a variety of physical and cognitive capabilities. Think about issues you must support with the kiosk for it to be useful, as well as things that might be good to have. Feel free to be wild and creative!

Using the methods we have discussed in class for user requirements analysis,
(1) Develop a specification of user functional requirements, usability requirements and any known constraints.
(2) Design an initial kiosk that meets the specifications you developed.

Studio Design Presentation (Design Crit) and Report
Your team should prepare a 10-15 minute presentation of your interactive artifact for the class. Expect to engage in a lively class discussion about your design for another 5-10 minutes after your presentation.

Your 10-15 minute presentation should cover:
1. How you went about gathering the requirements
2. The functional and usability requirements you developed
3. The initial design, demonstrating with a few common tasks how it meets the requirements

You can prepare either overhead slides or large poster-size sheets of paper (which we can tape to the classroom walls) to show the various aspects of your system. Including sample data/information in your design display will help your audience understand your system better. In addition to what you present in class, prepare a hardcopy to hand in to the instructor for grading purposes.