5. Methods I

Design an application for a computer or handheld or ubiquitous computing device which helps people keep track of their diet and exercise:

1) Needs and Requirements – Interview at least 2 people to find out what they need and want in the way of help with their diet and exercise practices. Submit a list of features and affordances that represent the requirements for your design and technology.
2) Alternatives – Find at least 3 alternative designs for a diet and exercise recording device or other sources of inspiration concerning health. Submit clearly labeled images of each of your alternatives.
3) Interactive Prototypes – Create at least 2 alternative sketches of your initial design for an interactive prototype that follow from your requirements list in step 1 as well as from your sources of inspiration in step 2. Submit these sketches.
4) Evaluation – Evaluate your prototypes for usability and appeal with at least 2 potential users. Submit a description of your study.

At the top of your assignment, be sure to include

1. your name
2. the words "I300 | Blevis, Makice, de Runa | Assignment No 6 | Fall 2007"
3. the date "10.8.07"

If you use an image or text you yourself did not create, be sure to provide a reference – failure to do so guarantees a failing grade on your assignment. Submit your assignment as PPS or similar file as instructed in class by midnight on 10.8.07. Late assignments will not be accepted for credit without a medical certificate, or similarly documented explanation.

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