Discussion assignment – Schneiderman’s Eight Golden Rules

In class, we discussed Schneiderman’s Eight Golden Rules of Interface Design. Similar to Jakob Neilsen’s 10 rules, they focus primarily on user control and familiarity, however we also saw what results when those rules are violated.

For this assignment, your group needs to identify an interface (preferably a digital interface, although not required), and identify whether it meets or does not meet each of Schneiderman’s Eight Golden Rules. For the ones it does meet, explain why, and indicate how that helps the experience of using the interface.

For those it does not meet, explain why, explain how not meeting those rules hurts the user experience (or if you think the impact is minimal you can explain that as well), describe and illustrate how it could be redesigned to meet the rule, and how that would improve the user experience overall.

To be done as a group, be sure to indicate the interface you chose, put your group name and individual names on your submission, and submit your response on paper in Wednesday’s class.