**Discussion Six – Design - Feb. 19**

This exercise simply builds on Wednesday’s identification of a non-standard interface. Considering the one you selected, all you have to do now is redesign it.

Now that the hard work of evaluation is done, think of how the design could be redone to bring it more in line with standard interface design conventions. This could be approached from any angle; menu design, icon design, layout, interaction method, button placement, or anything else that would serve as an improvement. Even if your interface already has some/all of these elements, they could still be redesigned to make them more usable/intuitive/explanatory.

Be sure to think about the changes you are making. Simply redesigning icons and inserting them in an interface that is overall very novel wouldn’t be enough, it would only be a part of the solution. It’s a start, but you would need to consider all interface issues.

Sketch out the changes you suggest to provide visual documentation of your ideas. These sketches should include all the changes you indicate: If you are redesigning screens, then the screens should be drawn out, if you are redoing all the icons, then illustrations of your new icons/icon sets should be included, if you are redoing the menus, those should be drawn out as well. They can be separate, so for example a sketch of a screen may only show the ‘File’ menu, however a separate illustration can show the elements in that File menu.

In a maximum of two paragraphs, explain why your change would improve the interface in terms of its usability and via comparison between the interface before your changes and after.

You will have a week to complete this, due in Discussion Friday, Feb. 26.