



Project Work

Choose one of the two choices.

1. Assess the usability of the Second Life user interface

Based on the guidelines presented in the textbook, especially in Chapter 11, design an evaluation for the usability of the Second Life client. Then perform the evaluation and write a report of 2–3 pages.

- Focus on the usability attributes you consider most useful for the task, and give reasons for your choice.
- What types of tests and assessments best suit your focus?
- What exactly did you measure, and how?
- What did you find out?

2. Design the user interface for a tool you would consider useful for the Department virtual campus.

- Start by analysing the tasks for which the tool would be useful.
- Select useful interaction types, and design the interaction.
- Using the building tools in Second Life, make a prototype of your tool and its user interface. Concentrate on the interaction. There is a collection of some primitive scripts in the department lobby in Second Life.

In addition to the actual object, write one-page summary of your task analysis and design choices.