

CS 465 Principles of UI Design – Homework 4

Due September 24, 2008

Mobile “Phone”. Design a cell phone for the 22nd century. This does not have to resemble the mobile phone of today with the number keypad, the candy bar design, etc. In fact, I encourage you to be creative and break the mold of the current design.

You may design a phone for a specific taste and/or for a specific user group.

Think about:

- Who is the audience for your particular phone?
- What is the motivation for your design?
- How is the motivation rendered in the design of the phone?
- Does the design allow for completion of the intended task?
- Draw a scenario of the phone being used. Be specific with both sides of the interaction and the details of the scenario. How many button presses are necessary for the interaction? Where does the user carry the phone? Is it embedded in clothes or a separate object?

Your mobile communication sketches/scenarios should be submitted in pdf format to Tony Bergstrom (abergst2@illinois.edu) by midnight before class.