Purpose: To understand the issues involved in information design.

Basic idea: Students will bring their usability problem journals from HW 1, as well as screenshots of the software/websites they identified. The task will be to analyze the information design of these software/websites.

Group work:
1. Divide into groups of 3. Have each student quickly present their five usability problems and their screenshots. Decide whether each problem is related to information design or not.
2. Pick two interesting information design-related problems for the whole group to work on.
3. Discuss those two problems in detail. What stage(s) of evaluation do the problems come from (perception, interpretation, making sense)? Is the problem one of layout, labeling, formatting, affordances, grouping, feedback, cognitive load, etc.?
4. Based on the discussion, come up with redesign suggestions for the two problems. Justify each of your suggestions with information design principles discussed in class or in the textbook.

Deliverables: Be sure to fill out the group worksheet, including the names of each person who was present and participated. Some groups will do an informal presentation on their findings.