Due date, points, and late policies: see course web page.

Purpose of assignment: to learn how to write usability specifications and to gain a better appreciation of the abstract usability principles.

What to do to get credit for the assignment: Turn in a computer-printed, stapled-together paper document with HW2 and your name printed at the top of the page followed by your signature. Make sure that your specification is original; this is not a group assignment!

Details: Write 3 usability specifications to compare two automobile trip planning systems (such as mapquest.com, aaa.com, and paper maps). Pretend that one is the current system and that the other is the proposed system that you are going to evaluate. Use ch. 4 for definition of usability attributes and my lecture notes for definition of terms like instrument and as a guide. Write up your usability specification in this form (not as a table):

- Page 1 (Learnability):
  - Current system (url) and proposed system (url)
  - Type of Learnability attribute (ex. Guessability)
  - Instrument and class of users to be tested (give enough information so that anyone could repeat the experiment)
  - Measurement
  - Current level (and explain why, i.e. why the current system would have this measurement)
  - Worst Case (and explain why)
  - Target level (and explain why)
  - Best Case (and explain why)

- Page 2 (Flexibility): (see instructions for Learnability for more detail)
  - Current system and proposed system
  - Type of Flexibility attribute
  - Instrument and class of users to be tested
  - Measurement
  - Current level
  - Worst Case
  - Target level
  - Best Case

- Page 3 (Robustness): (see instructions for Learnability for more detail)
  - Current system and proposed system
  - Type of Robustness attribute
  - Instrument and class of users to be tested
  - Measurement
  - Current level
  - Worst Case
  - Target level
  - Best Case