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Department of Computer Science and Engineering
MASTER OF COMPUTER APPLICATIONS**

Innovative Teaching Learning

SUBJECT: User Interaction Design

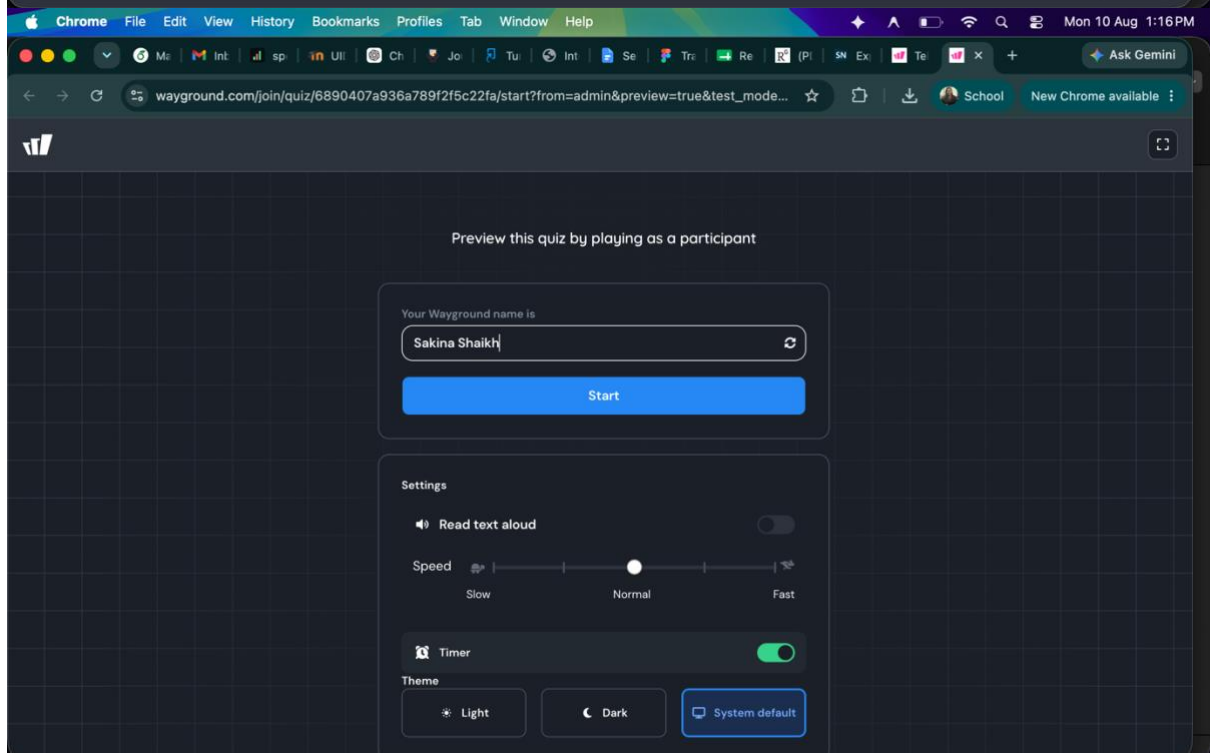
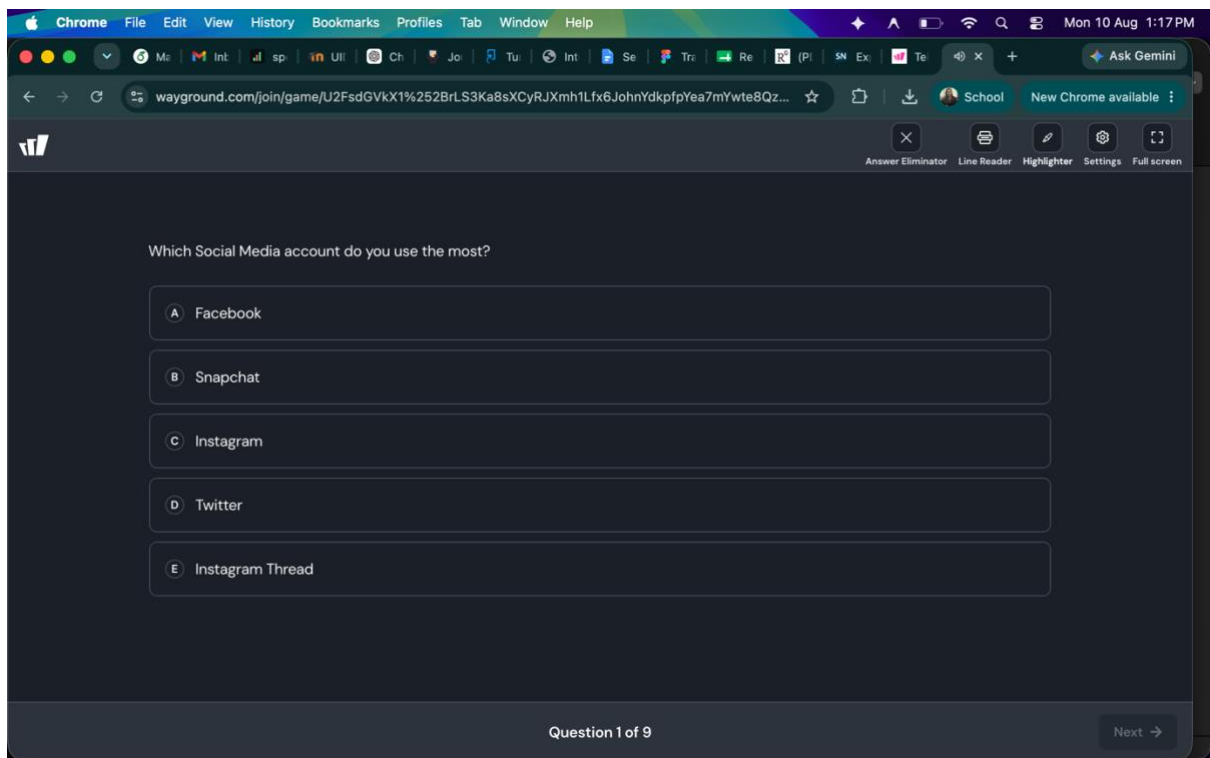
AY: 2025-2026 Sem: III. Faculty: Prof. Sakina Salmani

1. FORMATIVE ASSESSMENT through Quizziz.com

Quizizz is used as an interactive digital tool for conducting **formative assessments** during the course. Short quizzes are conducted at appropriate stages of the teaching-learning process to assess students' understanding of concepts, identify learning gaps, and provide immediate feedback.

The activity promotes **active participation and continuous learning** by transforming conventional assessment into an engaging, technology-enabled experience. Students receive immediate responses to their performance, enabling them to recognize areas requiring improvement, while the faculty can analyze quiz results to identify common misconceptions and modify subsequent teaching strategies accordingly.





ChromeFileEditViewHistoryBookmarksProfilesTabWindowHelp

Mon 10 Aug 1:20 PM

wayground.com/session/admin/reports/68998de0e11778beeb40f91/overview

Ask Gemini

Home

My library

Sessions

Students

Upgrade

HCI and characteristics

Completed

Live Dashboard

Assign homework

Started : Aug 11, 2025, 12:02 PM (a year ago) – Ended : Aug 11, 2025, 12:10 PM (a year ago)

Instructor-paced quiz

Accuracy

72%

Completion Rate

89%

Total Students

29

Questions

12

View quiz

Email all parents

Share report

Overview

Participants

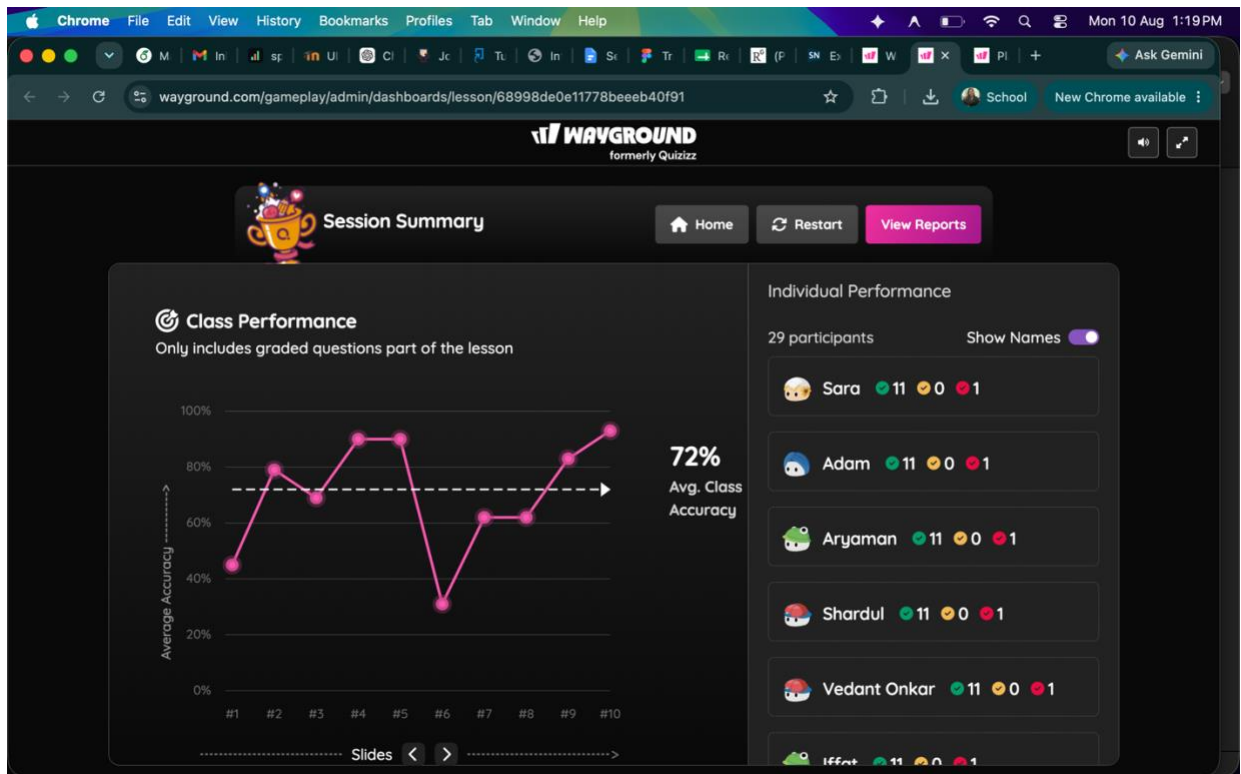
Questions

Accommodations

Tags

Sort by: Accuracy

Participant	Points Out of 12	Q1 45%	Q2 79%	Q3 69%	Q4 90%	Q5 90%	Q6 31%	Q7 62%	Q8 62%
Adam	11 (92%)	✓	✓	✓	✓	✓	✗	✓	✓
Aryaman	11 (92%)	✓	✓	✓	✓	✓	✓	✓	✓
Iffat	11 (92%)	✗	✓	✓	✓	✓	✓	✓	✓



2. Collaborative Problem Solving Technique

Method:

This activity adopts a **collaborative, open-ended, and design-oriented approach** to teaching-learning. Students are presented with a real-world-inspired challenge: **designing an effective control interface for an elevator serving a 10,000-floor building**. The intentionally unconventional problem encourages students to think beyond conventional elevator interfaces and apply creativity, logical reasoning, and user-centered design principles.

Working in **groups of two**, students collaboratively analyze the problem, identify user requirements and constraints, brainstorm alternative solutions, and develop their own interface designs. They are required to consider multiple interaction points such as **elevator panels, lobby interfaces, personal devices, and wearables**, while also providing users with relevant information such as the current floor, destination, and estimated travel time.

The activity is innovative because it moves beyond **traditional lecture-based learning** and engages students in **active problem solving, collaborative learning, creative thinking, and experiential design**. Since there is no single correct solution, students are encouraged to explore multiple possibilities, justify their design decisions, and communicate their ideas visually through labeled sketches and descriptions.

Students initially develop their solutions on **blank paper**, allowing freedom of expression and rapid prototyping without being restricted by predefined templates. The completed work is then **scanned and submitted through Moodle**, integrating physical ideation with digital submission and documentation.

Task:

In this assignment, you will design alternative control interfaces for an elevator. A really long elevator. An elevator that can service all of the floors of a 10,000 floor building. Nevermind that such a building, at 30,000 meters (100,000 feet, or roughly 3-4 times higher than Mt. Everest) could probably not be built given current technology. Do consider, though, that at 20.5 m/s (the current top speed for an elevator, a record held by Shanghai Tower), it would take nearly 30 minutes to reach the top floor if there were no stops in between. Also consider that an elevator servicing so many floors would need to move a lot of people, suggesting a capacity of dozens, if not hundreds, of passengers. Keep in mind that such an interface would make riders aware of the elevator status (current floor, time to desired floor) as well as providing control. Keep in mind, also, that you can take advantage of multiple points of interaction, including panels in the elevator or lobbies, personal devices, wearables, etc.

Note: You will be given a sheet of blank paper where you have to design the interface and explain each element by labeling it and giving description about the whole interface for the same. Use your own creativity for the same. Once done you will scan and upload the document for submission. Individual student will upload it on moodle as submission. You will perform this [task](#) in group of 2.