

Cooper Careers: Interaction Design **Generation** Exercise

The aim of this exercise is to help us determine how well you might fit the Interaction Designer **Generation** role. We are looking for examples of your ability to:

- Identify and solve design problems
- Describe your design and tell us why it's good
- Understand the people for whom you are designing
- Excel at both conceptual and detailed design

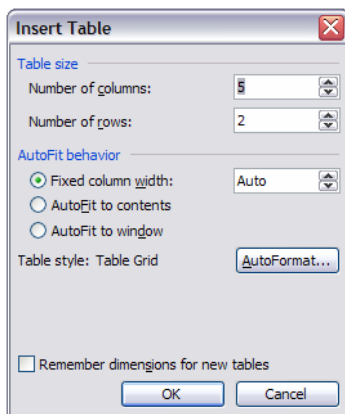
Obviously, this is a take-home test, so feel free to use whatever tools you feel you need, but make sure the response is your own. Provide enough illustration and written description of your designs, in whatever medium you are comfortable, to get your point across. Finished art is not necessary.

Above all: Have fun! If this exercise isn't fun, this job probably isn't for you.

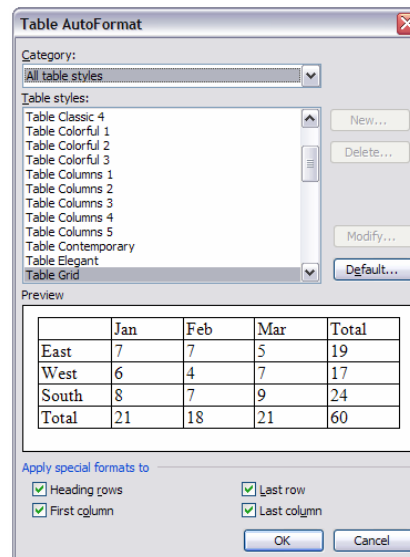
Spend as much or as little time as you wish, but an hour on part one and no more than a couple of hours on part two should be plenty.

Part One

1 Microsoft Word has a feature that allows a user to create tables. When a user pulls down the Table menu and then selects Insert / Table, she sees this Insert Table dialog:



2 When the user clicks the AutoFormat... button, she sees a second dialog called Table AutoFormat:



Your task: Improve the user's experience with this feature by redesigning the interaction and interface for creating and formatting tables.

Part Two

A large bank wants to improve its overall automated teller machine experience, not only to enhance its brand, but also to reduce costs by driving customers to the ATM. Assume you will be working with a third-party industrial design firm for the ATM's hardware design and that visual designers will be responsible for the final graphic treatment of the interface. Your job is to design how the product interacts with users, including any software and hardware-based interaction. Assume that you can use any reasonably-sized color display or touch screen as well as common hardware controls.

Create a believable, compelling design for the ATM. We're most interested in your conceptual design decisions and how they affect the interaction and interface design of the product. Include only as much detail as you feel necessary to convey your ideas; however, keep in mind we are not looking for a specifications list.