CIS 4930 / CIS 6930 User Experience Design

Project #2: Wireframing, Individual Grading Feedback Sheet

Group Information

Student Names for Group # __15__: **Banthia,Abhishek;Kelkar,Chinmaya;Walawalkar,Pratik;Chen,Zehao**

PAPER (70%)

User Research (10%)			
_3._	**(5 pts) Did you conduct a focus group with the required number of target users?**	*# of participants (6-8 required)*	*did not specify*
		no effective summary of who users were (-1)	*no*
		didn't specify if focus group or interviews / or only did interviews (-1)	*no*
		didn't include list of questions asked (-1)	*no*
_3._	**(5 pts) Did you draw realistic and thorough conclusions from the user research as to what users of different types want or need from the mobile app?**	*realistic and thorough user needs: subjective judgments*	*good*
		included direct user research notes instead of summary (-2)	*no*
		way too many user needs (-1)	*no*
		too few user needs (-1)	*no*
		user needs very implementation-oriented (-2)	*no*
		did not include an explicit summary of user needs (-2)	*yes*

Design Process (25%)			
_4._	**(5 pts) Did you develop and detail the required number of persona(s) that reflect the range of target user types for this mobile app?**	*# of personas (2-3 required)*	*3*
		didn't include pictures for personas (-1)	*no*
		didn't include day in the life for personas (-1)	*yes*
_2._	**(5 pts) Did you generate and refine your brainstormed ideas effectively through the use of good brainstorming techniques and affinity diagramming to group concepts by theme, opportunity, and breakdown?**	*clear evidence of use of good brainstorming practices: subjective judgments*	*ok*
		did not include affinity diagram picture (-2)	*yes*

_4._	**(5 pts) Did you generate the required number of scenarios highlighting key user paths through this mobile app that span the range of features in the app?**	*# of scenarios (3-5 required)*	*2*
		no scenarios (just storyboards) (-5)	*no*
_2._	**(5 pts) Did you pair each text-based scenario with a sketched storyboard that effectively showcases the key features of the product design?**	*too many panels of the storyboard just had device / screen (-1)*	*yes*
		storyboard panels too vague (e.g., to avoid using screens, there is hardly anything) (-1)	*no*
		did not include text captions on all panels of storyboards (-1)	*yes*
		scenarios / storyboards did not use personas as characters (-1)	*no*
_5._	**(5 pts) Did you iteratively engage in the design process in order to achieve a final design idea that merges, refines, and improves on earlier iterations?**	*subjective judgments*	*good*

Design Solution (25%)

_5._	**(5 pts) Did you generate a task flow diagram that represents a realistic conceptual model of the tasks that can be performed with this mobile app?**	*subjective judgments*	*good*
_8._	**(10 pts) Did you generate a thorough set of wireframes documenting all transitions and interactions for each screen? Do your wireframes include all features of this mobile app at the appropriate level of detail?**	*subjective judgments*	*good*
		did not include transitions / interactions in wireframes (-2)	*yes*
		did not include sufficient annotations for wireframes (-2)	*no*
		wireframes too high-fidelity (-2)	*no*
_4._	**(5 pts) Does the interface design derive from the user intent? Does the solution meet the needs of the articulated persona?**	*interface design seems to follow from user intent: subjective judgments*	*poor*
		solution meets needs of persona(s): subjective judgments	*good*
_5._	**(5 pts) Do the scenarios and storyboards effectively highlight the best features of the design for this mobile app?**	*subjective judgments*	*good*

Execution (10%)

_7._	(10 pts) Paper execution (documentation of required elements, visual craft, and professionalism)	*missing cover page (-1)*	*no*
		missing table of contents or page #s in ToC (-1)	*no*
		did not use correct font, spacing, single-sided print-out (-1)	*no*
		legibility of figures (-2)	*half*
		more than 10 pgs of content (-1 pt per extra page)	*10*
		too much meta discussion (e.g., like an assignment vs for a client) (-1)	*no*
		not enough meta discussion (e.g., no explanation, just diagrams) (-2)	*no*

POSTER (20%)

_6._ (avg)	(10 pts) Did you effectively summarize and communicate your design process, including the mobile app context, user needs, main user persona(s), storyboards, and wireframes?	* includes summary or overview of the parking app's context of use in either pictures or text	*0*
		* includes summary or overview of the main user needs for the parking app; user needs are phrased in terms of user goals or priorities (not features); good balanced number	*7.5*
		* includes summary or overview of 1 or more user persona(s), including a picture and "day in the life" summary	*5*
		* includes 1 or more storyboards showing key features of the new parking app and how they are used in context; storyboards have text captions for all panels; good balance of "screens" and "scenes"; personas are the characters	*10*
		* includes several wireframes for the parking app design, at appropriate level of fidelity, clearly marked with use cases from the storyboards	*7.5*
_8.6_ (avg)	(10 pts) Poster execution (documentation of required elements, visual craft).	* poster looks clean, polished, professional, and high-quality	*10*
		* poster contains all the necessary material (mobile app context, user needs, personas, storyboards, wireframes, use cases)	*3*
		* poster is of the correct size (11" x 17")	*10*
		* poster contains good balance of text and images	*10*
		* legibility of figures, pictures, and sketches on the poster is satisfactory	*10*

Student Name: _____**Banthia,Abhishek**_____

PEER EVALUATION (10%)

Group members assigned each team member a 'grade' for each of the following categories related to good teamwork. The following numbers are the average ratings received from all team members in each category when converted to numerical scores (1 is highest—A+, 2 is next highest—A, etc.). The average 'grade' over all 6 categories was computed, and the Peer Evaluation component score was then scaled by this average (10 points maximum).

Key: 1=A+, 2=A, 3=A-, 4=B+, 5=B, 6=B-, 7=C+, 8=C, 9=C-, 10=D+, 11=D, 12=D-, 13=E)

yes Did student turned in peer evaluation form? (If not, no points.)	
_8.8_	**Creativity / Problem solving**
_9.5_	**Attendance / Participation**
_9._	**Initiative / Motivation / Attitude**
_9.3_	**Execution / Quality of work**
_9.3_	**Communication / Teamwork**
_8.3_	**Leadership / Organization**

_9._   Adjusted Peer Evaluation Score (10 pts).

> *Peer Evaluation Feedback Summary (from Peers):*
> **Teammates were positive on creativity, leadership, and communication. Teammates wished for more availability.**

Grade Total

Paper	__**52.**_____	out of __**70 pts**___	(__**74.3**_____%)
Poster	__**14.6**_____	out of __**20 pts**___	(__**73.**_____%)
Peer Evaluation	__**9.**____	out of __**10 pts**___	(__**90.**_____%)

Final Grade: __**75.6**_____%

Lateness Penalty (-10% per day late)   __**0**_____ days late   =   __**0**_____% penalty

Extra Credit Received

Extra credit categories were determined based on specific projects that went above and beyond the basic requirements for the assignment.

Explicitly discussed iterations of design process (1 pt).	_**no**_
Discussed best practices for design for similar products (1 pt).	_**no**_
Explicitly summarized features highlighted in the scenarios / storyboards (1 pt).	_**no**_
Included an Executive Summary of project (1 pt).	_**no**_
Included an Introduction to project (1 pt).	_**no**_

* please note: extra credit is already included in your sub-component grades.

Critique Day Comments

Critique Day Evaluations (5 pts max – not included in grade for Project #2, but will be for Project #3):

_**2.6**_ Context of use.   _**4.4**_ User Needs.
_**3.8**_ Personas.   _**3.1**_ Storyboards.
_**4.3**_ Wireframes.   _**2.7**_ Task Flows.

Summary of Critique Day Feedback:
Positive:
Connection between parking lots and nearest bus stops. Users are able to search for disabled parking spots. Shows ratings of parking lots.

Constructive:
Storyboard is hard to read. Searching for vehicles is not a relevant feature to include. No app context.

Inspiration points:
Disabled parking feature. Login/Signup feature. Connect app to bus stops.