

# Human Computer Interaction

## Prototyping

### Overview

**This assignment requires you to design a prototype of a multi-user interface for a system specified in the accompanying document. The design of the prototype is to be presented in the form of a team poster and accompanied by an implemented team mock-up. An individual reflective report from each team member must also be provided.**

### Learning Outcomes

This assessment has the following learning outcomes.

1. Demonstrate knowledge of the fundamental concepts and principles associated with human computer interaction.
2. Demonstrate competencies in modelling techniques (e.g. storyboards, and low-fidelity wireframes) for designing a user interface.
3. Demonstrate competencies in the use of development tools for creating prototypes.
4. Demonstrate competencies in planning and presenting design solutions for a user interface.
5. Demonstrate professional and ethical practices used in the communication and development of user interfaces.

### Overall Contribution

This assessment will count for 50% of the overall mark for the module.

### Hand-in

This assessment is due at 23:59:00 on the DEADLINE DATE (SPECIFIED ON MYABERDEEN COURSE WEBSITE). Late completion will attract a penalty (see Student Handbook). Work completed in more than a week late will be treated as a “no paper”.

Submission must take place via myAberdeen.

- An individual submission of the contribution form, in the form of a pdf file, using the Prototyping details link. The pdf file must be named based on the following conventions (Group\_[NUMBER]\_Contribution\_[StudentID]\_[StudentName].pdf).
- A team submission of your poster, in the form of a pdf file, using the Prototyping: Poster link. The file must be named based on the following conventions (e.g. Group\_[NUMBER]\_Poster.pdf).
- A team submission of your mock-up design solution, in the form of a pdf file, using the Prototyping: Mock-up link. The file must be named based on the following conventions (e.g. Group\_[NUMBER]\_Mock-up.pdf).
- An individual submission of your own critical reflective report, in the form of a pdf file, using the Reflective Report link. This report should also include a completed copy of the coversheet form as an appendix. The pdf file must be named based on the following conventions (Group\_[NUMBER]\_Report\_[StudentID]\_[StudentName].pdf).

Failure to upload the required submissions using the expected conventions will incur penalty marks. Each member of the team is responsible for ensuring the team's assessment has been correctly submitted. We advise each member retains an individual copy of the team elements in the event of misunderstandings.

### Plagiarism

Plagiarism is a serious offence, and will not be tolerated. If you are unsure about whether your work counts as plagiarised, please contact the course coordinator before the submission deadline. For further details, please refer to the Code of Practice on Student Discipline (<https://tinyurl.com/y92xgkq6>).

## Assessment Tasks

- 1) The team **poster** (A0 in size and published in an electronic pdf form only) is to include the following elements:
  - A banner with title(s).
  - A footer with team member details.
  - An introduction outlining the context, purpose and scope of the prototype.
  - A visual representation of your team's prototype design process.
  - A visual representation of the UI requirements based on storyboarding, rich picture, user types, personas and scenarios.
  - A visual representation of your design solution consisting of service ecology map, journey map, service blueprint, information architecture, navigation map, metaphors, mood board and wireframes.
  - A set of key references or a short bibliography of the key sources and resources considered.

The poster is to visually capture the key design process for your prototype.

Students are expected to clearly demonstrate their understanding of heuristics and usability in the design of their prototype solution and in the design of the poster itself.

- 2) The team **mock-up prototype**, should take the form of a multi-user interface implemented using a tool of your choice, such as PowerPoint. The mock-up must be submitted in the form of a pdf file.
- 3) The individual **reflective report** (750-1000 words, 2 pages, single-spaced, main text 10pt font, excluding coversheet, contents page, references and appendix) is to contain an individual critical reflective and persuasive account of what you would have done differently in terms of the development process and UI design your team adopted. You should critically discuss and justify usability concepts, guidelines, practices and standards. Further details about academic writing can be accessed at <https://www.abdn.ac.uk/toolkit/services/academic-writing/>.

## Marking Scheme

An overall individual mark (in the form of CGS) will be awarded based on the poster, prototype, teamwork, and reflective report. Individual marks will adjusted (upwards/downwards) to reflect the level of contribution individuals made to the assessment. See marking rubric for details.

Note: CGS A3 will be awarded if the poster and prototype are deemed to be outstanding, and the implemented mock-up is clearly derived from the poster solution. For this, the poster and mock-up should provide all the requested elements, contain no minor gaps in communication, layout and structure, and contain appropriate signposting and interaction, based on sound HCI theoretical knowledge. There should be clear evidence of critical persuasive writing in the reflective report, and inclusion and support during teamwork.

Note: CGS D3 will be awarded if the poster and prototype are deemed to demonstrate a fair attempt, and the implemented mock-up is somewhat derived from the poster solution. For this, the poster and mock-up should provide some of the main requested elements as evidence of a design solution, contain no major gaps in communication, layout and structure, and contain some appropriate signposting and interaction, based on some sound HCI theoretical knowledge. There should be some attempt of persuasive writing, and inclusion and support during teamwork.