iCampus Design

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General Items

- 实验目的
 - 通过设计一款功能实用、操作灵活易用的校园辅助系统,进一步理解和巩固程序系统设计过程中需求分析和功能设计的重要性
- 实验设备
 - PC机
 - Photoshop,Illustrator,After Effect,Fireworks, PowerPoint等图形设计软件

Tasks

• 2人一组

- 结合大学生活,设计一款功能实用的校园辅助系统,注重
 - 内容分析
 - 角色设定
 - 功能设计
 - 关键界面
 - 原型设计

- 角色设定
 - 设定iCampus的人物角色定义
 - 即服务面向哪些群体。
 - 至少3个角色
 - 重在区分角色之间的区别
 - 要求有姓名、年龄、职业、照片等关键信息

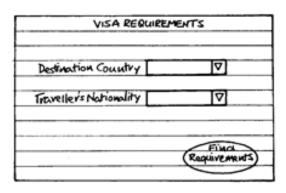
Kivio Users

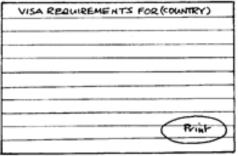
| | The researcher | The Sysadmin | The OSS developer | The CS student |
|-------------|--|---|---|--|
| | | | | |
| Name | Alexander Weiß | Donald M. Berry | Kristian Larsson | Eric Neville |
| Age | 30 | 30 | 26 | 24 |
| Location | Germany | US | Sweden | France |
| Social Life | Alexander lives with his girl-friend in a flat in Hamburg. | Donald lives with his wife and 1-year old daughter in a house in Portland. | Kristian shares an apartment with two friends in Stockholm. His girl-friend lives in Uppsala. They see each other every weekend. | Eric lives with his parents in a small city close to Lyon. He visits the university there. Often, he stays at his friend's apartment for playing PC games and programming. |
| Work Life | He works at centre for environmental systems research and designs plans for replacable energies in a EU-funded project. | He is a lead system administrator in a huge network solutions company in Portland. | A software developer with a dayjob in a medium- sized software company. Works on KDE in his spare time. | He is a student of computer science. Besides university, he performs small programming jobs for people in his neighbourhood. |

- 内容分析
 - 场景描述与需求分析
 - 明确各种不同角色所对应的核心需求。
 - 明确预期效果
 - 具体到每个可实现的功能和可展示的内容

- 功能生成
 - 设计校园辅助系统的功能流程设计
 - 给出关键任务的执行路径
 - 构建关键任务场景设计
 - 由场景生成卡片用例模型

| TRAVEL INFORMATION | | |
|----------------------------|--|--|
| Visaraguirements | | |
| Vocination Recommendations | | |
| What to pack before you go | | |



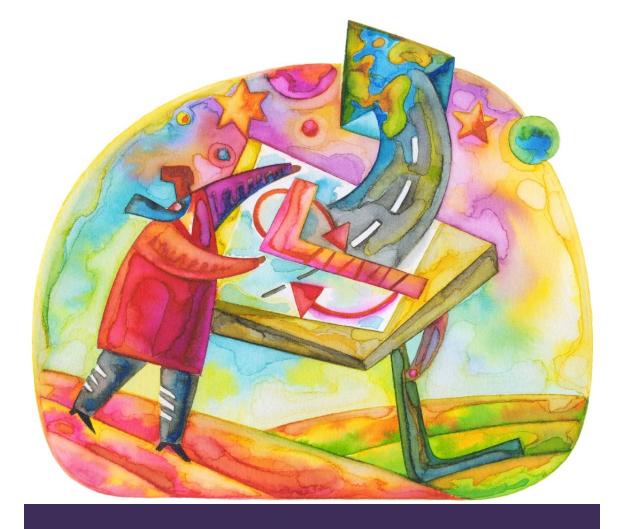


- 策划
 - 确定系统的操作环境
 - · 移动设备/PC设备。
 - 根据操作环境确定系统的风格、布局、配色等展示元素
- 原型界面生成
 - 根据内容分析、功能定义和关键任务场景设计,构建相 应的关键原型界面

- 评估
 - 一讨论所设计系统人物角色、需求与功能生成之间的合理性
 - 讨论并比较所设计系统的关键原型界面的最终效果
 - 是否达到预期

Result

- Turn in your work through
 - -TA
 - Email subject: "hw#id+学号1+姓名1+学号2+姓名2"
 - PS: multimedia files are accepted
- Including but not limited to
 - Design result
 - A short discussion of your design
 - Why it is good or bad?
- Deadline
 - 1 week



Let's design!