

CSC318 DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA
Instructor: V. Pandeliev

PHASE 5: Final Submission

PURPOSE

In this phase you will summarize your final round of usability testing. Then, you will present your final prototype and a comprehensive summary of your design process in a six-page paper in the ACM CHI format and a 5-minute presentation.

DUE – worth 20% of your total course group grade

- Due in class the week of March 30:
 - **Presentation** worth 6%
- Due on Blackboard before **6:10 PM Friday April 3:**
 - **Project Paper** worth 10%
 - **Updated Functional Prototype** worth 4%
- **REMINDER** - Assignment 5 due on Blackboard before **6:10 PM Monday March 30**

WHAT TO DO

This phase consists of five deliverables:

1. Project Final Paper (10%)

In this document you will provide an overview of the process of creating your system since its inception. Results from all phases should be summarized and presented as a coherent whole intended for unfamiliar audiences. The results of the evaluation of your Phase 4 prototype should be described in additional detail.

Use the CHI Extended Abstracts format (<http://chi2015.acm.org/authors/format/>). Bear in mind your headings may be quite different and make sure to respect the **SIX PAGES** maximum page limit.

2. Updated Project Prototype(s) (4%)

Although the bulk of your work on your combined prototype would have been submitted in Phase 4, you will submit the final set of artifacts describing your system (prototypes, storyboards, videos, etc.) revised as a result of your usability evaluation. At least one of them should be an interactive digital prototype demonstrating some working aspect(s) of your system.

3. Project Presentation (6%)

Prepare a 5-minute presentation that describes your system to those unfamiliar with your domain. Introduce the problem space, briefly mention the user needs analysis you performed and how the process you employed helped you arrive at your final system design and prototype. The focus of this presentation should be your proposed system; what advantages it has over the current state of affairs and what problems it solves. Make sure to mention the iterative design you used for your design development, all the phases of user research, expert reviews and usability testing that helped you arrive at your final design.

All group members should contribute to creating your presentation. Presentations will be heard and graded the week of March 30. From each tutorial section, one group will be nominated to advance to the Course-wide Student Design Competition finals.

The **CSC318 Student Design Competition Finals** will be held on April 7th 2 – 4 pm in front of a panel of Expert Judges. The top team from each Tutorial section will present at this event. Judges will review the Project Final Paper, listen to the project pitches and pick the top **three winning teams**, from among 6 teams (three from Monday/Wednesday section and three from the Tuesday section of this course). This step is **optional** and will not affect your course grade. The three winning teams will receive certificates of recognition from the Department of Computer Science.

WHAT TO SUBMIT

1. A single **PDF document** containing your **Final Project Paper** (6 pages)
Filename: GroupNumber.GroupName.FinalProjectReport.pdf
2. Group & Course Evaluation document (2 page, confidential survey)
Filename: GroupNumber.GroupEval.YourName.pdf or .doc
3. One **ZIP file** containing **all documents submitted over the course of the term**:
all Assignments and all Phases for your work (including Phase 5), appendices, anonymized raw data, all prototypes, mockups, photographs, etc. on a **USB** flash drive, to be submitted **in person before 2 pm on April 7th** before the **CSC318 Student Design Competition Finals** in BA1170.