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<TEAM NAME HERE>

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<Program Name here>

<Group Members and Student ID list here>



HUMAN COMPUTER INTERFACE (ICTE3002)

ASSIGNMENT 1 REPORT

Curtin University

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\*This Paragraph is not part of the report. It starts from the “Introduction” section below. This report sample is not absolute. This serves as a guidance, but you don’t have to follow it exactly. You can add or replace some sections if needed. Following this exact template does not guarantee full mark. It depends on the content of the report. There is no minimum or maximum page limit, but the typical report can reach at least 100 pages for 4 group members (including screenshots)\*

## Introduction

Contributor(s) : Michael (*The contributor for every section has to be mentioned*)

This section provides an overview of your report. Describe briefly what to expect from this report.

## Background

### Program Description

Describe the program you want to design the GUI on. Describe the purpose and the design issues you discover from this program (you can use your proposal, but you can add more if necessary). Screenshots can help to provide visual cues.

### Design Purpose

Describe the goals you want to achieve from designing your GUI. Is it about user-friendliness? Usability? Efficiency? Attractiveness?

### Team Members

List the group member and the role clearly. (can add student ID as well)

### Contribution Table

Create a table that lists everyone’s contribution on each section. Multiple group members can contribute to any single section.

## Design Process

Describe the software lifecycle you choose for this project and justify your choice. You can use the knowledge from other unit such as ISE (Introduction to Software Engineering) or OOSE (Object Oriented Software Engineering) for this section. Our Lecture 2 can also be used.

### User Involvement

Describe how you would involve the user in the user-centred design process. Remember that you do NOT actually survey real people for this assignment (due to ethical approval issue). But, you must have a plan on how you want to involve them.

## Requirement Elicitation

### Target Demographic

Describe the demographic of the typical users of your program. You have to create a survey/questionnaire that can be used to gather this information (Once again, do NOT actually ask people to fill it. This is only for assignment purpose). You can attach the survey/questionnaire form on appendix section. If you can find the existing survey data that is relevant to your program, you can use it here with proper references.

## Survey Result and Analysis

Since you cannot do the actual data gathering, you can have a mock survey result here (must be reasonable, NOT from random number generator). The important point is how you analyse them and relate them into your design. For example, the survey result might show the technical skills, complains, preference, and more... of the users.

## Personas

This will be discussed on one of the future lectures. The idea is to create an avatar of users on which you can put them in the user scenarios later on. You decide the amount of personas which can cover most of the target demographic.

For every persona, describe their general daily situation and their routine (related to the program). Try to cover the background, motivations, and frustrations. One example is given below.

### Antoni

Antoni is the sales manager at Doles supermarket. He has to arrive at his office by 7 AM every day. His daily morning routine is to check the stock and delivery schedule of the day. At the closing time, he need to analyse the supply and demand statistics of the store and arrange future order.

#### Background

- ❖ Male, 35 years old
- ❖ Occupation: Sales Manager

#### Motivations

- ❖ Ensure sufficient stock and high sales.

#### Frustrations

- ❖ Freezing or crashing software
- ❖ Useless data from the software
- ❖ Takes too many steps to lodge an order
- ❖ No more toilet papers for himself at the end of the day 😞

### Michael

Michael is ....

#### Background

- ❖ ...

#### Motivations

- ❖ ...

#### Frustrations

- ❖ ...

<and so on ...>

### Competitor Analysis

List some of the similar competitors and discuss their advantages and disadvantages (which might inspire your design choice, but do NOT just copy and paste from them). The amount of competitor's GUI is up to your group. Approximately 2-3 should be sufficient provided that you analysed them well. If your group choose a program which does not have GUI originally (and no similar GUI), then you can skip this section.

<Competitor 1's name>

Bla bla bla (screenshots are encouraged)

<Competitor 2's name>

<and so on ...>

## Requirement Specification

### Usability Goals

Describe what usability goals you want to achieve.

### User Experience Goals

Describe what user experiences you want to achieve.

### Functional Requirements

List the functional requirements that you want from this program. Keep in mind, we are focusing on the interface design in this unit. The functionalities are not the main focus.

### Non-Functional Requirements

List the non-functional requirements here. This includes performance, security, usability, localization, and reliability.

### User Stories

List User stories here

### Use Cases

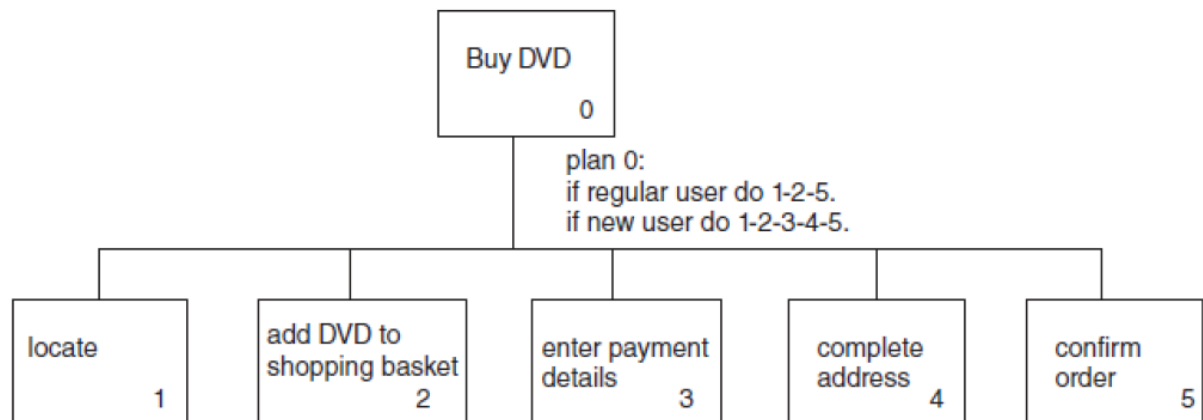
List Use Cases here

### Hierarchical Task Analysis

We will discuss this topic on the future lectures (or you can do a quick research early). This will have the list of HTA (Hierarchical Task Analysis) for some of the main core functions of your programs. (About 10 of them). Provide a brief explanation for each of them.

<Task 1>

This is only an example:



<Task 2>

<and so on...>

## Prototypes

This is where you showcase all the prototypes (low-fidelity and high-fidelity) from each group member. Remember that this section is marked for each individual. Provide comprehensive explanation for each of them. Even though I would have seen the prototype myself before you submit this report, you can assume as if the reader of your report see this for the very first time.

<Group member 1>

Low-fidelity Prototype

High-fidelity Prototype

<Group member 2>

Low-fidelity Prototype

High-fidelity Prototype

<and so on...>

## Implementations

This lists the final GUI implementation for each group member. Provide explanation on each of them. This section and the previous one (prototypes) should be very comprehensive. This accounts to your individual marks.

<Group member 1>

Implementation Discussion

User Involvement

Test Cases

<Group member 2>

Implementation Discussion

User Involvement

Test Cases

<and so on...>

## Evaluation

Describe the evaluation of your overall design process

### Meetings

Describe how you do the meeting (frequency, deadline, communication platform, etc..)

### Risk Management

Describe any risk to be considered when you are completing this project.

### Milestones

Put your milestones timeline here.

### Problems Encountered

Any unexpected obstacles? Put it here and describe how you address them.

### Conclusion

Summarize the result of this project and any lesson you learn.

## References

List any reference you use for this report such as figure, tables, or screenshot from other softwares.

## Appendix

### Initial User Survey Responses

This includes survey/questionnaire questions you write to get relevant data.

### Meeting Minutes

List all the meeting minutes that you record for this assignment.

<Any other appendix...>