Final Project Report

**Note:**  The purpose of your final project report is to summarize your activities during the term and conclude your prototype design. The following headings and descriptions are to guide you in writing the report

***Please submit*** a pdf version of the final report by email on ***August 5th by 4:00pm.***

Group member name and student numbers (1 per line)

SENG 310 Final Project Report

Summer 2012

# Project and Group Information

For each member, add a few lines of what each person contributed to the project and what they learn.

# Domain and Stakeholders

Describe the domain and the stakeholders including primary and secondary users of the system

# Tasks

Provide a list of tasks that the system should do and list what tasks are included in your prototype and what tasks are not included (explain why you did not include these taks in your prototype)

# Prototype

A few sentences about what the prototype focused on. Summary of usability defects discovered per task

# Usability Requirements

Define some usability requirements (both quantitative and qualitative), and some usability metrics to measure these requirements. How could we collect this data in user observation testing, what data analysis technique we can use to analyze the data

# Evaluation

Summarize your finding from the walkthrough evaluation and the usability inspection (you can obtain the usability inspection from the team who inspect your prototype).

# Discussion and Recommendations

**The subheadings should be the name of the issue discovered**. What were the main issues that you identified? How did you address each issue? If it is till open what would you recommend future developers do? Is there a need for further studies? Did the method used affect the issues you identified? There should be continuity to your report (i.e., group by task, by severity, or in some other meaningful manner).

# Executive summary

Summarize report in half a page (negative points if you go over). Include in this part the project, evaluation techniques, main issues, and recommendations to future developers. This is text not a table or bullet points.

August 10th

**Demo Evaluation Sheet**

Enclosed with your final report the demo evaluation sheet (you can get the demo evaluation sheet from the project resources section at Moodle). Based on the project demos in the class evaluate **other teams’ prototype-demos** by assigning a value between **1(Strongly disagree)** and **10 (Strongly agree)** for each of the following:

1. Does the prototype satisfy the requirements of an OLP?
2. Does the prototype show the important tasks and scenarios of an OLP?
3. Is it the prototype a high fidelity prototype?
4. Is the GUI Appealing to you?