

# FIT5152 Usability - Semester 2 2023

## Usability Design Project (85%)

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### Overview

Working in a small group, you will design and deliver a prototype of a mobile application that allows specific users to achieve specific tasks.

Through a series of design stages, you will complete individual and group tasks to ensure that your project applies principles and theory covered in the unit to improve the user experience of your application.

### Project Brief

Mobile applications are used by different types of people to easily complete goals. A well designed application can allow even a novice user to navigate and manage complex information utilising many different features of a modern mobile phone.

Many people want to do something to help their community, but it can be hard for them to find local organisations that have openings for volunteers or have positions their skills are suited for (eg. computer skills, mechanic skills, teaching skills).

Your group's goal is to design and deliver a prototype of a mobile application that helps users find long-term volunteer positions that suit their needs (wheelchair accessible venue, flexible hours etc). Some high level requirements will need to be covered by the proposed app, which are:

1. Allow users to search for volunteer positions based on their skills.
2. Allow users to apply for open volunteer positions they find through the app.
3. Allow users to recommend volunteer positions to friends they think might be suited.
4. <additional requirement>
5. <additional requirement>
6. <additional requirement>

Also consider the wide variety of different features, commonly found in mobile apps, that may be useful to provide an engaging user experience:

- Using the device's camera to capture or scan
- Perform a search on the Internet
- Use a map to show the location of something

- Assign a rating or write a review
- Create and update a user profile
- Share content as a link or image
- Earn and keep track of daily points
- Get recommendations based on usage
- Send messages to other users

***Specific implementation of app features will be decided in Submission 2.***

## Working in a Group

By week 5 applied class, you should have allocated yourself to a group of 4 members. If any students in an applied class are left without a group, tutors may need to move some people from other groups. Once your groups have been finalised, you will remain in the same assignment group for the rest of the semester.

The project includes stages that require timely completion of individual and group assessment work. Workload will be scaled to match the number of group members.

Once you have been allocated to a group, you will remain in that group for the rest of the semester. Group members are expected to assume key responsibilities:

- Work in group assessments should be evenly distributed
- Agree on a communication platform for group members to use
- Agree on tools and methods for working collaboratively
- Let your tutor know as soon as possible when a group member fails to meet their responsibilities.

***Peer-review and in-semester check-in interviews will be used to collect information about individual group member participation. This information will be used to evaluate each member's contribution to the project.***

## Project Stages

Work for this project will be completed in 4 stages:

- **Submission 1** - Understand Your Users (20%, individual, due Friday Week 4)
- **Submission 2** - Low-Fidelity Prototype (25%, group, due Friday Week 8)
- **Progress Presentation and Demo** - In-Class Presentation (10%, group and individual, due in Applied Class - Week 12)
- **Submission 3** - High-Fidelity Prototype and Evaluation (30%, group and individual, due Friday Week 14)

Assessment briefs and rubrics for each stage will be made available in relevant weeks during the semester.