CS228: Human Computer Interaction

Final Project

Due: Tues, December 2, 8:30am

Description

Your final project is worth **15%** of your final grade. On the due date, you will submit a written report, worth **10%**. You will also present your project orally (**5%** of your final grade), on either Tues, December 2, or during the exam period, which is Tues, December 9, 10:30am – 1:15pm.

The oral presentation should be **at most eight minutes long**. If it's shorter, that's fine as long as you cover all of the required material (see below).

Written Report

Your written report should be at least five pages of doubly spaced, 11 point font-sized text.

You will submit this document to BlackBoard by the due date.

This document should contain the following details:

1. An introductory section that lays out what your goals where for your final system: what strategy did you employ for helping the user to learn ASL numbers rapidly and efficiently, and to retain what they learned? (**2%**)

2. What specific functionality did you build into your system, above and beyond the functionality build into it in deliverables 1 through 10? Embed links to short videos on YouTube demonstrating each piece of functionality. The length of these videos is not important: it should just be long enough to demonstrate the functionality in action. (**2%**)

3. Describe a 'walk through' of your system. For example...

   - *The user types in their name, and is then shown a visualization urging them to hover their hand over the device. Once they do, ... As they become better at signing the digit '0', the system... In level three, they...* (**2%**)

4. Provide some evidence of user testing. This must be with at least two people, who are not familiar with your system. This could be a roommate, family member, or someone on campus that you ask to try out your system for a few minutes. **Hint:** Try out your system on family and friends while home for the Thanksgiving break. (**2%**)

   (a) You are free to report the results of your user testing however you wish. The instructor will be looking for quantitative data, rather than just subjective reporting such as 'user 2 really liked the system'.

   (b) An example of a quantative metric might be: did the user get better at the ASL digits over time? What data stored in your database will provide evidence for this?

(c) Other questions you might attempt to answer is: did one of the users learn the digits faster than the other user? Do you have evidence, or at least a guess, as to why this is so? Perhaps it was just luck, or perhaps there is another reason? Does one of your users have very small (or very large) hands?

5. Imagine now that you had another semester to work on this project. How would you expand it? How would you demonstrate, through expanded user testing, that the system not only works, but maximizes the twelve interactive systems design principles we discussed in Lecture 5? (**2%**)

Oral Presentation

The instructor will look for you to present the five items above (obviously, in compressed form) during your oral presentation (1% per item).

- Your presentation should be no more than **8 minutes**.

- I would prefer that everyone perform a short (about two minutes worth) live demo of their system in action. You can use your laptop if you like, or use the instructor's (which is a Mac).

- If you do not have a laptop, or it is otherwise impractical for you to perform a live demo, you can present a video instead.

- Even if you do plan to perform a live demo, make a video as well as backup in case the live demo does not work.