**“Next Generation Student-Centered Applications”**

Background

The Design Team Project (the “group project”) involves the design and rapid prototyping of an actual application interface using methods that support the PACT (People, Activities, Contexts and Technologies) approach to interface design.  The goal is to create a “next generation” application that meets the real needs of students.

Instructions

The final deliverable of your project includes creating a final prototype (the final version of what you tested) and a written report describing the user experience interface(s) proposed for your application. These should be in the form of detailed drawings, web- or application interfaces, photos, and/or working prototypes that best represent your application. The presentation should provide relevant PACT information (incl. delighter scenarios) and the design requirements/specifications that you were targeting as the context for your design. So, in more detail…

The final written report document should include:

1. The name of your project and group member names.
2. A summary table describing the primary roles/responsibilities/deliverables of each group member.
3. A copy of your Summary Briefing that you completed earlier (so you don't have to redo that content).
4. Requirements specifications (functional & non-functional), plus any early design sketches. Reference the PACT process in your specification.
5. The final proposed interface design (and specific instructions regarding each of its functions). These should include detailed “screen shots” that may be used to prototype your application. This does not need to be a working application. Be sure to include the rationale for specific design features/functions/interfaces) as well as any overall design considerations.
6. Proposed usability evaluation criteria/metrics – including operational definitions of each – and the methods by which you would collect the data.

The presentation should include things like:

1. The name of your team and group member names
2. The name of your project
3. The elevator pitch for why users will find it compelling (e.g., briefly how it addresses their needs in a significantly better way).
4. A description of the project.
5. Your primary personas.
6. Your primary user requirements and scenario(s) that you are targeting based on your research. If you did research in addition to the requirements interviews (e.g., card sorting or ethnography), feel free to describe that as well.
7. A storyboard illustrating the main scenario(s), use contexts, user goals, etc. This could be an updated version of the one you created in class and after.
8. Other design goals you’ve set (e.g., based on what you learned from competing solutions and other design inspirations).
9. Most important guidelines you are have identified/defined and are implementing in your design to deliver on the goals.
10. A walkthrough of your proposed design (perhaps leveraging your primary persona and scenario), at whatever fidelity you’ve reached. This could begin with its information/interaction architecture and scenario flow chart (if appropriate). This should include the “screen shots” that may be used to prototype your application. This does not need to be a working application.  It can be a "paper prototype" in essence if you'd like.
11. You can highlight additional design decisions/considerations you’ve come up with (mood boards, etc.) for potential future design work.
12. Briefly describe the approach you might use to get formative/evaluative feedback on your design, and why.
13. Other notes

* Feel free to enhance your deck with images, and to try to tell the story of your project.
* The goal is to keep the talk (with Q&A) within 15 minutes. Make sure as many on the team as are comfortable speaking get a chance to speak.
* Given the time limit, you may have more on the slides than you time to cover in detail. Feel free to include more, but to just hit the highlights you want to emphasize on the slides.
* Remember, this is a design class, so design your deck to make it compelling as well.