Assignment 2 – Final Design

COSC 368 – Humans & Computers, 2018, 2nd Semester

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Points: 150
Grade Percentage: 15%

This assignment will help you develop critical skills in user experience design, user-centered design and design thinking:

- Validating your designs with actual users
- Finalizing designs into clickable prototypes that include edge cases and error prevention and handling

What you should do

The two components of this assignment are 1) running a usability study and 2) creating a final clickable mid-fidelity design.

You will notice that these components line up with the activities in Labs 8 & 10. This is by design. The work products you are creating with your teams in Labs 8 & 10 are the basis for what you are presenting and handing in for Assignment #2.

The Lab Instructions for each week will contain details to help you and your team successfully complete the components of this assignment.

You are strongly advised to carefully read the "Elements of the User Experience" lectures as well as the additional readings that support the labs in the Labs section on Learn.

Teamwork

This assignment is a team-based assignment. Students are assigned to groups at the start of the course and will continue to work in these same groups for the duration of the course.

What you should submit and when

A Presentation: Final Design

Each team will present their initial design during their lab section in Week 12. The lecturer will be in attendance during these sessions.

An Interactive Prototype: Final Design

Each team will submit their final design in the form of a interactive prototype. Student have been give free Invision Licenses that are a great tool for this. Other tools are acceptable as well as long as it is web-accessible.

A Document: Final Design

This document will pick up where you left off with Assignment #1 and take us through the final part of your project. Each team will upload a PDF document to Learn by 2 hours before their lab session.

A Team Contribution Form

Each team will submit a form that states what percentage each team member contributed to the assignment. Percentages should add up to 100%. All team members must sign the document to acknowledge their agreement to the percentage attributed to them. This form can be included as an appendix to the report.

Hints on presentations

This is your chance to tell the story of your project. You are welcome to use any means to do this. Classically, teams create PowerPoint presentations and take turns presenting the work – but this is not a requirement. The key is to effectively get your point across. Give special emphasis to what you learned as a team and to your design rationale.

Hints on document structure and break down

Technical reports typically follow a similar format, including Title, Authors, Introduction, CONTENT, Conclusion. It would be surprising if your submission were to deviate substantially from this format. While there is lots of freedom over how to organize and present CONTENT, I would anticipate a structure similar to the following:

- Title
- Authors
- Executive Summary/Abstract (*very* short summary of document purpose)
- Introduction
    - Remind us where you left off with Assignment #1.
    - Be sure to include your problem space and why you are doing this project.
- Usability Testing
    - Research Goals

- o Test Script & Material
- o Changes made to Prototype for your tests
- o Recruiting Plan & Screener
- o Interview Schedule
- o Research Findings
- <mark>Conceptual Model – Revised</mark>
  - o <mark>include all four parts</mark>
- Final Design
  - o Screens supporting app task flows.
  - o Error prevention and handling.
- Conclusion
  - o What were the key things you learned as a team?
  - o What were you surprised by?
  - o What are you proud of?

The pages notation in parenthesis are rough guides for what we expect to see in these section but not hard rules.

Marking

150 points or 15% of the COSC 368 course grade
More sides are not necessarily better. Documents will not be marked by weight. ;-) Documents will be marked by clarity of content and the quality of work. The project document will be marked based on the point scores as follows:

- ■ *Usability Study*   *75*
- ■ *Final Mid-Fidelity Design*   *75*

This score will then be multiplied by the presentation score to arrive at the team score. The presentation score will be arrived at by the following assessment of a team's presentation:
Exceeds expectation – 105%
Solid – 100%
Underwhelming – 90%

To arrive at the mark for the individual student, the group mark will then be multiplied by a participation score. The participation score will be arrived at via polling the group and will be approved by the group.