Semester Assignment INFO162

The semester assignment should be based your work in Assignments 1-4 of this ocurse. In particular, you wil make use of the outcome of Assignment 4.

To complete the assignment, you are required to create a prototype of an interactive digital product intended to help people (or: users), in their everyday lives, to work, learn, play, socialize, and so forth.

It is a good idea to start from a concrete context of use, a specific work task, or activity. The prototype can be anything from an interactive physical device to a website.

You do not have to limit yourself to technologies that are commonly available now. However, your assumptions about the technology/-ies needed to implement your designs ideas, should be realistic. If the technology/-ies does not yet exist, they should, realistically, be available within 5 years.

The report should be written according to the phases (described below) in the interaction design life cycle, but remember that this is supposed to be an iterative process. It is crucial that you document your process and clearly communicate insights you have gained through the design iterations (chapter 9).

During all phases you must make use of techniques used or discussed in the learning material of this course.

We expect that you have done empirical research to inform and evaluate your designs, and hence demonstrate knowledge about how people in the "real world" use and experience your design. These people can be novice users (not particular training), experienced users (with long experience), or even expert users (professionals).

Vision: Describe the problem space of your design and formulate a vision of how your product can help and support users, make their lives easier, more creative, productive, pleasant, meaningful, or safe. Include a description of the intended user group and a review of designs that are similar to what you envision (chapters 1, 2, and 3).

Establishing requirements: Use at least one of the techniques for describing requirements (scenarios, use cases, HTA, etc.), studied within the course. Determine requirements for your prototype by gathering data in some way and analyzing it (chapters 8, 9, and 11).

Prototype: Develop low and high-fidelity prototypes of your product. Describe the prototypes and explain why you have chosen to develop a particular type of prototypes. Describe and discuss the design process, with a special focus on the choices you made during the process. The discussion should be related to the material studied within the course (chapters 1, 2, 3, 7, and 12).

Note that your prototypes do not need to be fully functioning, you should focus on the interaction: describe how users interact with the product.

Evaluation: Conduct a thorough evaluation of your final product. Choose the method(s) of evaluation and justify your choice. Present and discuss the results of the evaluation (chapters 8, 9, 14, 15, and 16).

OLD: You are expected to frame your report with an introduction in the beginning, and a discussion of your design process and ethical dilemmas that arose while designing or may be uncovered from future use. You should also discuss how the final evaluation implicates further designs for your prototype.

NEW: You are expected to frame your report with an introduction in the beginning of the report. Towards end of the report, you will offer a discussion, mainly discussing your design process. You can also discuss ethical dilemmas that arose during the process. You may also discuss how the final evaluation implicates future re-designs for your prototype.

Written reports should be in English. At a minimum your report should be 3500 words +/- 10%, and at a maximum no longer than 7000 words +/- 10% (excluding front page, table of contents, references, and attachments). Reports must be in the .pdf format, and submitted through Inspera (for grading). Formatting details will follow closer to deadline date.

We will publish a template for how to structure your report in Microsoft Office-format. It is not a forced template; how you structure your report is up to you.

Grading criteria:

- Vision (creativity, argumentation):
  15% of the 40%

- Requirement specification (argumentation, use of techniques, presentation):
  25% of the 40%

- Prototype design (creativity, argumentation, presentation)
    combined with
  Evaluation (argumentation, use of techniques, implementation, presentation):
  50% of the 40%

- Written report as a whole (structure, clarity, layout quality, correct referencing):
  10% of the 40%

Q&A section (Question; Answer):

Q: If a group has a lower/higher number of members than 3 , how many words?
Groups of 2: Your report should be min. 2300 words +/- 10% and max. 4700 words +/- 10%.
Groups of 4: Your report should be min. 4700 words +/- 10% and max. 9300 words +/- 10%   .

Q: Which languages are accepted?
English, Norwegian (Bokmål /Nynorsk), Danish, or Swedish.