

COMP 3603 Human Computer Interaction

Project: Application Evaluation, Redesign & Prototyping

Weighting: 40%

Objective: To apply research findings to evaluate and redesign an existing application, focusing on user needs and usability.

Tasks:

- Restate the most prominent user needs from previous research.
- Provide a critique of the current application in meeting those needs.
- Restate essential use cases.
- Develop a high-fidelity prototype in Figma covering all use cases.
- Presentation & demo

Current Project Designs

- [Alumni Giving Platform](#)
- [Nature Seekers App](#)
- [CETL Document Review System](#)
- [Course Assessment Scheduler](#)
- [My Advisor](#)

Project Report Outline

- Cover Page
 - Project Title
 - Group Members
- Summary of assignment 3 report: Most important results, insights & use case diagram
- Critique of current system design
- Images of hi fidelity prototype of redesign
- Link to prototype on figma
- Link to presentation unlisted youtube

Project Presentation Outline (10 Minutes)

Presentation summarizes some of the content of the report.

- Problem statement : Summarized statement of the the problem identified of the audience in A3
- Methodology
- Results

- Insights
- Prototype Demo
 - Preview the figma prototype, clicking through buttons, navigating & explaining various features

Grading Rubric

AssessmEnt Criteria	Excellent (Highest %)	Good (Middle %)	Needs Improvement (Lowest %)
Summary of Previous Findings (10%)	Concise, clear summary highlighting key research insights directly informing the redesign. (4 marks)	Adequate summary with relevant insights, minor details may be overlooked. (3 marks)	Summary lacks clarity or relevance, missing key insights. (0-2 marks)
Presentation (20%)	Exceptional delivery covering all aspects: Problem statement, Methodology, Results, Insights, Critique, and Prototype Demo. Engaging and comprehensive. (8 marks)	Good coverage of aspects with clear delivery, though may lack in engagement or depth in some parts. (5-7 marks)	Incomplete coverage of aspects, unclear or disorganized delivery. (0-4 marks)
Critique of Current Application (30%)	Thorough and insightful critique directly linked to user needs and research findings. Identifies clear opportunities for redesign. (12 marks)	Solid critique with relevant links to user needs. Some opportunities for redesign may be missed. (9-11 marks)	Critique lacks depth or relevance, with missed connections to user needs. (0-8 marks)
High-Fidelity Prototype (40%)	Prototype is of high quality, aligns perfectly with user needs, covers all use cases, and demonstrates an intuitive and user-centered interface during the demo. (16 marks)	Good quality prototype, aligns well with user needs, covers most use cases, and demonstrates usability during the demo. (13-15 marks)	Prototype lacks design quality, does not align with user needs, misses use cases, and demonstrates usability issues during the demo. (0-12 marks)