

USABILITY DESIGN

Usability Project (70%)

* This project may be done in teams of 2 *

For the purpose of this assignment, you are asked to design a high-fidelity prototype in which to carry out usability testing

Deliverable 1: 35%

Requirements Elicitation & Analysis

Submission deadline: Week 7

- Submit to Moodle

This deliverable involves producing a report which outlines details of the process followed in order to gather requirements, as well as a summary of results found. The report should include:

- **Executive Summary**
 - Identification of stakeholders
- **Data Gathering**
 - 5 participants minimum
 - 2 data gathering techniques employed
 - (should include interview / questionnaire)
- **Data Analysis**
 - User groups identified
 - 2 Personas
 - 2 Scenarios
 - Task Analysis (HTA, or other may be used)
- **Requirements**
 - Functional & Non-functional

Suggested Marking Scheme (100 marks)

- Executive Summary – 15 marks
- Data Gathering – 30 marks
- Data Analysis – 30 marks
- Requirements – 25 marks

Deliverable 2: 35%

Design & Testing

Submission deadline: Week 12

- Submit to Moodle

This deliverable involves prototype design, as well as usability testing. An accompanying report should document details of design decisions made, the testing process carried out, as well as a summary of findings, as follows:

- **Prototyping**
 - Low-fidelity prototype
 - 3 wireframes
 - High-fidelity prototype (Horizontal prototype)
- **Testing**
 - 5 participants minimum
 - Testing techniques employed
 - Five second test
 - Trunk Test
 - Think Aloud
 - Heuristic Evaluation

NOTE: One participant recording should also be submitted

- **Debrief**
 - Exit survey
- **Conclusion**

Suggested Marking Scheme (100 marks)

- Prototyping – 45 marks
- Testing – 45 marks
- Conclusion – 10 marks