The Hong Kong Polytechnic University

COMP3423 Human Computer Interaction

Group Project: App Re-design

(Due date: 1st Dec 2024, 23:59)

1. Project Overview

In this group project, you will work in groups of four to redesign an existing app from the app store. Each group member will assume a specific role, contributing to the project through their unique expertise. The goal is to analyze, critique, and improve the chosen app based on Human-Computer Interaction (HCI) principles. This project emphasizes the practical application of HCI theories and principles in a collaborative environment. Your ability to effectively redesign an app and communicate your findings will be essential for achieving a high grade.

1.1. Group Roles

Each student must select at least one role from the list below but may take on multiple roles if desired:

1. **UI Designer**: Focuses on the visual elements of the interface, including buttons, icons, and layout.
2. **UX Designer**: Concentrates on the overall user experience, ensuring the product is user-friendly and meets user needs.
3. **Interaction Designer**: Specializes in designing interactive aspects, such as animations, transitions, and user flows.
4. **Prototyper**: Creates interactive prototypes to validate design concepts before full development.
5. **Visual Designer**: Focuses on the aesthetics, including color schemes, typography, and overall visual style.
6. **User Researcher**: Conducts research to understand user needs, behaviors, and pain points through interviews, surveys, and usability testing.
7. **Accessibility Specialist**: Ensures usability for people with disabilities, following accessibility guidelines and best practices.

2. Project Requirements

2.1. Task Overview

1. **Select an App**: Choose a well-known app with over 10,000 downloads. Describe its purpose, usage, and target market.
2. **Capture Screens**: Document existing app screens and identify five improvement aspects.
3. **Analysis**: For each identified aspect, explain why it is poorly designed and propose improvements based on HCI theories and design principles.
4. **Prototyping**: Create a Figma prototype demonstrating your redesign ideas.

5. **User Testing**: Conduct a small-scale user test (at least two 2, max.5 users) using Maze to gather feedback.

2.2. Documentation and Presentation

1. **Report** (max. 20 pages), include the following content:
   - **First Page or Cover Page (Workload Declaration)**: Attach a table detailing each member's name, SID, and contributions.
   - **Case Study**: Describe the chosen app and its context.
   - **Screen Captures**: Include images of the **old app** and the **redesigned version**. Please attach the **Figma URL**, <mark>publicly accessible</mark> by markers for testing and grading.
   - **Design Improvements**: Identify five bad design aspects and propose objectives for improvement.
   - **Test Paths**: Provide five user testing scenarios relevant to the identified improvements.
   - **User Test Description**: Explain how the user test was conducted and summarize the results (e.g., user satisfaction, task completion times).
   - **Conclusion**: A 50-word summary.
   - **Reference** (optional): this part is optional if you have cited others' work.

2. **Presentation**:
   - A 10-minute walkthrough of your application, highlighting key points.

2.3. Assessment Criteria (Total 100%)

Part A: Prototyping and User Test (60%)
   - Clarity and effectiveness of the prototype.
   - Quality of user testing and analysis of results.

Part B: Report (20%) & Teamwork (5%)
   - Organization, clarity, and depth of analysis.
   - Effective communication of design rationales.
   - Quality of documentation regarding user tests and findings.
   - Evidence of teamwork.

Part C: Demo Video and PPT (15%)
   - Clarity and professionalism of the presentation.
   - Ability to convey key points effectively within the time limit.

Submission Guidelines:
   - Submit a zip file that contains the report (MS Word or PDF) and the presentation PPT
   - <mark>Each group only needs to submit to Blackboard **ONCE** by a representative or group leader.</mark>
   - Marks will be deducted if the markers are unable to access the links.
   - Please note the late penalty policy for the HCI course.

Appendix I: Example Cover Page

COMP3423 Human Computer Interaction – Group Project Report

Project Title: Re-design the XXXX app

Group XX

Workload declaration table

Name	SID	Roles	Key tasks
*Chan Tai Man	S1234567d	UX designer, prototype	To redesign the buttons, …
John Baker	S2341234x	Visual designer	…
Happy Chan	S2341232d	User researcher	…
…	…	…	

*Group leader

Note:

1. The above name/sid/roles/tasks are example only. You need to fill in your own information.
2. Put this form on the first/cover page of the report.
3. the key tasks do not need to be too long, they are as precise as possible. Please refer the details to the corresponding section or figures in the report.
4. You don't need to sign the declaration form. Once submitted, we assumed that every team member agreed on the report's content and the workload declaration form.

Appendix II: the rubrics

Criteria	Excellent (5 marks)	Good (4 marks)	Satisfactory (3 marks)	Marginal (1-2 marks)	Fail (0 marks)
Prototype (60%)	Highly interactive; improvements are logical and well-grounded in HCI principles.	Mostly functional; improvements mostly make sense and apply HCI principles.	Usable; some improvements lack clarity in HCI application.	Limited functionality; improvements unclear or poorly justified.	No prototype submitted.
Report & Analysis (20%)	Exceptionally clear and well-structured; thorough analysis and insights.	Mostly clear; good analysis; minor issues.	Somewhat organized; basic analysis.	Poor organization; unclear analysis.	No report submitted.
PPT and Presentation video (15%)	Engaging and professional; excellent delivery.	Clear and mostly engaging presentation.	Adequate delivery; lacks engagement.	Unclear presentation; difficult to follow.	No presentation given.
Teamwork (5%)	Exceptionally collaborative; roles well-defined.	Good collaboration; roles mostly clear.	Some collaboration; roles unclear.	Limited collaboration; unclear roles.	No teamwork evident.
Max. 100 marks					

- End of Project Description -