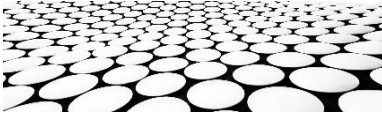


SEG3125 User Interface  
Design and Analysis



PROJECT 1  
*Service Business Site*  
Overview



GOALS

In this project, you will build a small service business web site. By “service business” I mean a type of business that offers services booked by appointment. For example, you can decide to develop a hairdresser site, a dentist site, a bike repair site, a veterinarian site, etc.

We will work within the User-Centered Design approach which involves prototyping (iterative design) as well as taking into consideration users goals.

You can choose any service business which will allow you to design a UI corresponding to a user’s goal of obtaining a particular service at a particular time with a particular expert/specialist. Users should also have access to the location of the business with its opening hours, as well as description of services with their costs.

For example:

- Bike Repair site
  - Nahar wants to know when the bike repair shop is open, and where it is located.
- Hairdresser site
  - Lucy wants a short haircut with hairdresser Jessica on Monday May 29<sup>th</sup> at 2pm.
- Veterinarian site
  - Eric wants to bring his dog Toby to the veterinarian Hui to get Toby’s claws cut.
- Dentist site
  - Jahir wants to better understand what a root canal is and how much it costs.

By carrying out this project, you will:

- Better understand prototyping approaches, in particular the use of mockups
- Practice the iterative design approach
- Become familiar with HTML, CSS and JavaScript for building the business web site
- Become familiar with GitHub Pages to host the web site
- Become familiar with the peer review platform (peergrade)



## STEPS

This first project is over the course of 4 weeks and is split in three steps:

- Step 1 - Prototyping (mockup) of human-machine interactions for the service business (1 week)
- Step 2 - Review of the sites of 4 colleagues, and reflection on your own design following the reviews received by your colleagues (1 week)
- Step 3 - JavaScript implementation of an improved version of human-machine interactions for the service business taking into account the feedback received (2 weeks)

*PLEASE NOTE: Other individual documents will explain the requirements of each step. The current document is to provide an overview of the project.*

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## SUBMISSION METHODS / PLATFORMS

There are two different platforms for submissions for this project.

### Peergrade

Peergrade is a platform where we can set up anonymous peer review. It is the perfect platform for obtaining feedback on your early iterations of your project.

- By May 15<sup>th</sup>, you will receive an invitation to participate in the course SEG3125 set up on peergrade.io. You will need to sign in this platform using your uOttawa email, and create a password.
- Step 1 – Mockup, will be submitted on Peergrade
- Step 2 – Providing design review to others will be done on Peergrade

### Brightspace

- Your final implementation in JavaScript, accompanied by a short project report describing the different steps of the iterative approach will be submitted on Brightspace and marked by the TAs. Make sure you keep your mockups, as they will need to be included in the report!
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## SUBMISSION DEADLINES

- Step 1 - Mockup submission (Peergrade): Sunday, May 21, midnight
  - Step 2 - Peer evaluation submission (Peergrade): Sunday, May 28, midnight
  - Step 3 - JavaScript and report submission (Brightspace): Sunday, June 11, midnight
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## EVALUATION

- This project overall is worth 15% of your semester.
- The individual parts of the project, that you will summarize in your report will be marked as follows:
  - Mockups (20%)
  - Your peer review contribution to others designs (20%)
  - WebSite (JavaScript) following requirements (50%)
  - Quality of report on iterative approach (10%)
- The evaluation of the various parts will be done by the TA when you submit your report.
- Penalty for late submission on each part is 25% per day.



## QUESTIONS

- You can ask your questions within the Project topic of the discussion forum on Brightspace.
- You can also go to any of the lab sessions to receive one-on-one help from a TA.
- The tutorials will also be given in relation to the project to help you move along.