INTI International College Penang **School of Computing**

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

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Coursework cover sheet

Section A - To be completed by the student.

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Semester: 2	
Session: **April 2023**	
Lecturer: **Puteri Nursyawati Azzuri (puteri.azzuri@newinti.edu.my)**	
Module Code and Title: **4067CEM Software Design**	
Assignment No. / Title: **Continuous Assessment**	% of Module Mark: **50**
Hand out Date: **12 May 2023**	Due Date: **Task 1: 02 June 2023, by 11.59pm.** **Task 2: 07 July 2023, by 11.59pm** **Task 3: 23 June 2023, by 11.59pm.** **Task 4: 23 June 2023, by 11.59pm.** **Task 5: 23 June 2023, by 11.59pm.**
Penalties: No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.	

Declaration: I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to the appropriate storage of our work for plagiarism checking. Signature(s): 

Section B - To be completed by the module leader

Intended learning outcomes assessed by this work: Understand and apply appropriate concepts, tools, and techniques to each stage of the software development. Understand and apply design patterns to software components in developing new software. Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production. 5. Demonstrate an awareness of, and ability to apply, social, professional, legal, and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme	Max	Mark
1. User Story Mapping	20	
2. Setting up a GitHub Repository	10	
3. Creating a Class diagram and design pattern selection	30	
4. Creating a Prototype User Interface and Usability Testing	20	
5. Discuss the ethical issue related to the software	20	
Total	100	

TASK 4: Creating a Prototype User Interface and Usability Testing

4.1 Introduction

This Task is a continuation of Task 1 and Task 3 which was the creation of the user story mapping according to the user stories obtained, and the class diagram and design pattern selection respectively.

This task will be highlighting on the creation of the prototype user interface along with the usability testing.

4.2 Prototype User Interface

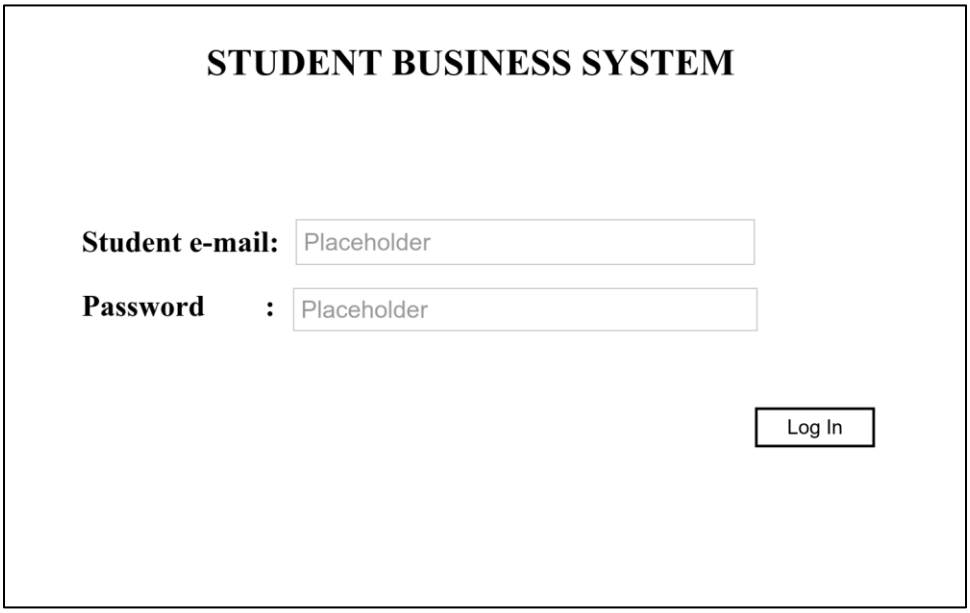

Figure 4.1: Login Page for Student Business System for College

The above figure shows the login page for the Student Business System for College. There is a section to input the student e-mail and another to input the password. There is also a log in button for users to log in to the system after inputting the student e-mail and password.

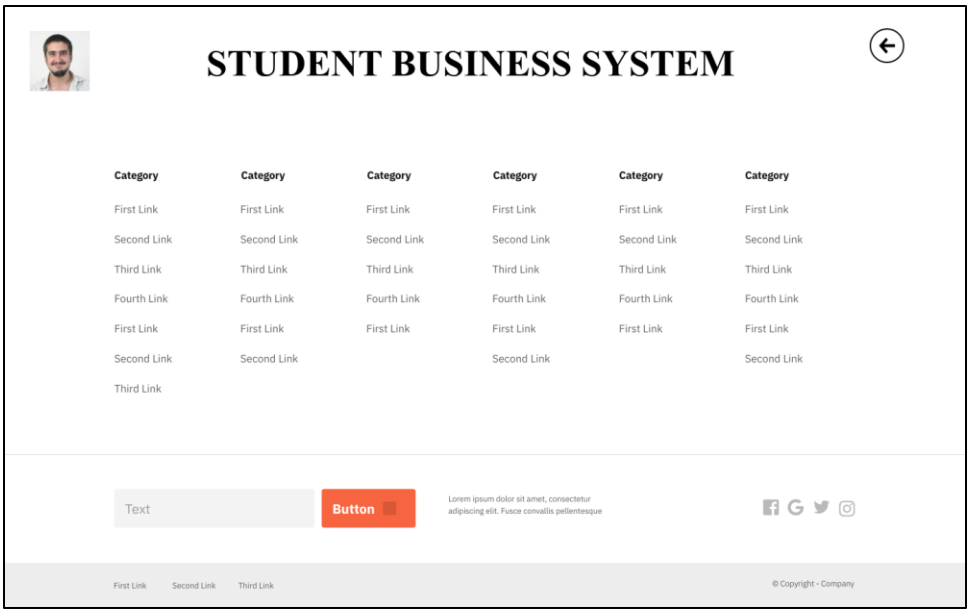

Figure 4.2: Menu Page for Student Business System for College

The above figure shows the menu page for the Student Business System for College. The category refers to the functions available in the system which are the Courses, Extracurriculars, Records, Financial, Job Board, Campus, Feedbacks, Recommendations, and the Library. The links under the category in the menu refers to the subcategories available for the said categories.

4.3 Usability Testing

A usability testing is a method of testing where it is used to evaluate how easy and user-friendly a system is by observing and testing its functionalities and navigation around the system and then proceeding to gather feedback from the users as they interact and navigate their way through the system. The goal of the test is to identify any issues or obstacles that users may face while using the system and to improve the design of the system based on the user's feedback which can help create a system that is more instinctive and meets the users' needs.

1. Did you find the necessary information or options needed in the system?

- To test if the system has the necessary information needed based on the requirements of the user according to the user stories.

2. Were there any steps or actions that were confusing or unclear in the system?

- To test if the steps or actions are clear and easy to understand for the users.

3. Was the layout and design of the interface user-friendly for you?

- To test if the user interface is easy to use and navigate through.

4. Did you come across any issues related to the responsiveness of the interface?

- To test how well the system works when the user is using the system.

5. Did you come across any inconsistencies or errors in the text or labels of the system?

- To test how well the system handles the errors or mistakes in the system.

6. Were you able to find the information or options you were looking for easily in the system?

- To test the effectiveness of the navigation and organization structure of the system to obtain the needed information.

7. Did you find the overall system easy to use?

- To test the overall satisfaction of the user with the system which includes the understanding of the system.

8. Is there anything missing from the system that you expected to see or would find useful to include in the system?

- To test if there was anything missing in the system which the user requires according to the user stories.

9. Do you have any suggestions for the improvement of the user experience?

- To get additional feedback on what is needed for the system that could improve the system for the better.

10. Are there any additional features or functionalities you would like to see in the system?

- To gain feedback on what can be added to the system to increase user satisfaction with the system.

11. Do you have any specific issues that you came across that you would like to address?

- To test if there were any bugs or errors in the system which requires debugging.

12. Based on your experience in using this system, how likely are you to use this system again regularly?

- To test if the system is successful or if it requires more changes in the system. In other words, to test the user satisfaction of the system.

13. Were there any features or functionalities that you find confusing, or you find not relevant to be included in the system?

- To test if there were any redundancies in the system which was confusing for users.

14. Did the organization of the information make sense to you, or is it confusing and not organized?

- To test if the system is convenient and easy for the users to navigate their way through.

15. Were there any difficulties in navigating through the system?

- To test the user-friendliness along with the functionality of the system.