

Annotated Table of Contents Coursework COMP1649 Human Computer Interaction and Design (2024-2025)

Below is an example of how a table of contents for your coursework report COULD look like. You can use a different structure to what is shown here as long as the relevant content is covered.

Your report should demonstrate sufficient English proficiency, (critical and concise) writing, structuring and report formatting skills. In-text citations and references need to be correctly formatted in Harvard style. The word count for the report should be about 2000-3000 words long. You need to include at least 8 academic in-text citations/references (e.g. academic conference papers, journal papers, chapters from academic books etc.) to support your writing.

The format of the prototype must be an Axure file (.rp) unless agreed with the lecturer otherwise.

1 Introduction

Brief introduction to the coursework and the structure of your report.

2 Background literature

Aim to cover the following two areas to help to understand the context of and relevant theory, to inform your design. Use a minimum of 8 academic sources.

2.1 HCI Research

Provide a literature review of relevant academic literature based on the topic of the project brief (e.g. HCI research articles on similar products, contexts, or user groups as in the brief) to help develop your conceptual design and your requirements. The chosen literature should be relevant for eliciting requirements for your prototype and you should. Describe your main findings and indicate what **requirements** or inspiration were drawn from your findings.

2.2 HCI Theory

Brief discussion of relevant concepts and theory from the HCI field with appropriate academic referencing and how the concepts will be applied in the coursework. This could include relevant background literature in relation to cognitive psychology and interaction design theory, different modes of interaction (e.g. voice, touch), types of interaction, design guidelines and design patterns, etc.. Discuss how this literature will inform your product, such as your **requirements** or **design**.

Provide details of your search strategy and process of how you found your literature, such as the databases and search terms used, in the appendix.

3 Product Design

3.1 Conceptual Design

Describe the conceptual design of your proposed product idea. This description should go beyond the digital user interface alone. The main focus should be on the product, the interface, and the interactions, and not the technical attributes (e.g. hardware, operating systems etc.) of the product. You can include sketches or visual representations to give the reader a rough idea what the product and overall solution will look like. Show how your work has been informed by the outcomes from your literature research on HCI Research and HCI Theory in the previous section.

3.2 Design principles

Include a discussion of how design principles will be integrated in your (interface) design with clear

examples (e.g. visual representations) of the interactions and choices made. It is expected that the principles of visibility, feedback, constraints, consistency, and affordance (as coined by Don Norman) are discussed as a minimum.

4 Prototype

Briefly introduce and discuss your final mid-fidelity prototype and describe how the design is informed by the research that has been carried out, as well as the concepts and the principles discussed in the previous sections. Include screenshots of the final prototype (focusing on the digital user interfaces) and provide explanations on your design process, such as any iterations made and the problems solved. Demonstrate how the design progressed over time and discuss the purpose of your prototype.

Note: A series of static images is not a mid-fidelity prototype. Your submitted Axure RP prototype needs to include interactivity that can be experienced and tested by potential users, and that demonstrates the design interactions close to how the real product would look like.

There need to be clear links between the coursework report and your prototype. There needs to be evidence of the effective and successful application of Interaction Design principles. Your design should be suitable as a tool to gain knowledge about the new product for researchers and designers.

5 Research Study

This section should describe a proposal for a detailed (empirical) research study that uses your prototype to test at least one assumption that you have made when designing your prototype. In this step, you need to present the set-up of a research study including the research question(s) or hypothesis that your research study attempts to answer, and the material required to run the study (e.g. questionnaires, interview questions, consent form templates etc.). What hypothesis or research question are you investigating? Who are the participants of your study and how will you find participants? How will the study be run, and how will you analyse the data? **You are not asked to run the study but only to develop the proposed plan and the necessary research materials so that someone else, such as a usability researcher could run the study using your plan, materials and your prototype.** You need to create all necessary documentation (e.g. a questionnaire, interview questions, consent form templates etc.) that is required to run the study. The proposed plan needs to be included in the report and the material (e.g. questionnaires etc.) should be included in an Appendix.

6 Conclusion

Provide critical reflections on the work you have completed. What are some of the limitations and constraints of your research, report, process, and prototype? What could have been improved? What would be potential next steps for this project to develop the product further? Go beyond just repeating what has already been said elsewhere in the report or summarising the report.

References

Make sure all your references and in-text citation are correctly formatted using Harvard format. If you are unsure about the Harvard format, use suitable tutorials and guidelines provided by the UoG library and the guidance given for your final year project.

Appendices

Include here all appendices, such as the search strategy details from your literature research in section 2, the material from section 5, and other appendices.