

Raffle Drawing Application

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# Executive Summary

The main purpose of this report is to demonstrate a raffles app.

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# Introduction

This is where you give a brief introduction to the project and introduce the business.

You may also use this section to introduce the other sections in the report. Keep your introduction to a paragraph or two.

Your introduction is not the same as your executive summary.

# Description of Application

Always write in the third person. Talk about the writer or the author, but not I. For example, “The writer found that developing a useful template for business reports was more difficult than he expected.” If you proof-read your assignment and find a section called ‘Voice’ then you’re doing it wrongly.

## Homepage

## Raffle

## Ticket

## Draw winner

# Methodology

The report will focus on your usability testing, not the process of how you programmed your application in Xcode/Android Studio.

The Methodology section will outline the usability testing that was employed. It will also include details on how the testing was conducted, including a description of the user participants and how they were recruited, and how the experiments were conducted. A strong assignment will justify the choices made, highlighting alternate approaches that could have been taken. The intent of this section is to document how you conducted your experiments such that they can be replicated by other people, and critiqued for any potential sources of bias or confounds in your data. The week 6 lecture recording is a good source of information that you need to document

## Subheadings

Sometimes it will be useful to break your assignment into subheadings to improve readability.

## Numbered Headings

You may have noticed at this point that the headings are numbered. That is intentional. Numbering headings allows the reader and the writer to quickly cross-reference different parts of the report. See section 3.2.1 for more information.

You will notice that the Executive Summary is not numbered. Numbering should begin with your Introduction and end with your Conclusion. Your references heading and any appendices should not be numbered in this way, although your appendices will be numbered separately.

# Test tasks:

It is expected that for a HD-level assignment, that you conduct iterative testing with at least three rounds of testing with 3-5 participants in each test (these participants may be the same in each test or different, and this will be documented in your Methodology section).

## Task & Requirement.

You

# Results:

The Results section will report the results of the usability testing. You should present a table of results, however only simple summary statistics are necessary; you are NOT expected to conduct accurate statistical analysis such as t-Tests, ANOVAs, or correlation). The purpose of this section is to show that you understand the testing process and have conducted testing, not to get perfect usability scores. You will not be assessed on whether or not your results were positive or not. All results must be anonymised.

# Conclusion

The Conclusions/Discussion section will provide a self-assessment critique of the prototypes in terms of usability, and will include a summary of the strengths and weaknesses of the application. You should refer to your results section to back up your statements with data.

# References

The report will also reference the set readings, lecture slides, and other literature and resources as appropriate to justify decisions and provide background information.

You should use the Appendices section to document your test-tasks, requirements, and task-requirement matrix (likely adjusted from Assignment 1). You may choose to include additional screenshots or tables of data/notes in here, however this section is for your marker’s information only, it will not be assessed.

# Appendix 1

This is where appendices would appear if they were required.