Instructions

Assignment Instructions

Assignment 2 (ID 4th Edition, Chapter 11 page 426 and Chapter 12 page 450)

This assignment continues the work of Assignment 1.

1. Based on information gleaned from Assignment 1, suggest three different conceptual models for this system. You should consider each of the aspects of a conceptual model discussed in Chapter 11: interface metaphor, interaction type, interface type, activities it will support, functions, relationships between functions, and information requirements. Of these conceptual models, decide which one seems most appropriate and articulate the reasons why.

2. Produce the following prototypes for your chosen conceptual model:

1. Using the scenarios generated for the system, produce a storyboard for a specific task for one of your conceptual models. Show it to two or three potential users and get some informal feedback.

2. Now develop a card-based prototype from the use case for the main task, incorporating the feedback from the first evaluation, (i). Show this new prototype to a different set of potential users and get some more informal feedback.

3. Consider your product's concrete design. Sketch out the application's main screen (home page or data entry). Consider the screen layout, use of colours, navigation audio, animation, etc. While doing this, use the three main questions introduced in Chapter 6 as guidance. Where am I? What's here? Where can I go? Write one or two sentences explaining your choices and consider whether the choice is a usability consideration or a user experience consideration.

4. Sketch out an experience map for the product. Use the scenarios and personas you have already generated to explore the user's experience. In particular, identify any new interaction issues that you had not considered before, and suggest what you could do to address them.

5. How does your product differ from applications that typically might emerge from the Maker Movement? Do software development kits have a role? If so, what is that role? If not, why do you think not?

6. Assume that you will produce this system using an agile approach.

1. Suggest the kind of user research you would like to conduct for your product before iteration cycles begin.

2. Prioritise the requirements for your product according to business value, i.e. which requirements are likely to provide the greatest business benefit and sketch out the UX design work you would expect to undertake during the first four iteration cycles, i.e. Cycle 0, and cycles 1 to 3.

7. Using one of the mock-up tools introduced in Chapter 12, or a software-based prototyping tool like Ionic, Justinmind, Adobe XD, etc. or web authoring tool (e.g. Dreamweaver, WordPress, etc.), generate a mock-up of your product's landing page, as developed above.

8. Using one of the patterns listed in Chapter 12, identify suitable interaction patterns for elements of your product, and develop a software-based prototype that incorporates all the feedback and the results of the user experience mapping achieved at the end of Chapter 11. If you do not have experience in using any of these, create a few HTML web pages to represent the basic structure of your system.

On the database side:

The following tasks carried over from last week will be marked this week:

1. Identify all entities, attributes and relationships that will be involved in this system.

2. Make a list of the business rules that govern the relationships between the entities that you have identified. Include any constraints that you think apply. Be ready to justify your design.

Prepare the following. We will give you feedback on it this week to improve it and you will be marked on this next week.

3. Draw up an ERD in Crow's foot notation using the entities and business rules you identified in the previous assignment.

On the software engineering side:

The application of the principles, processes, methods, goals, umbrella activities and tools associated with software engineering - not all of these are expected to be implemented but at least some, particularly those that are relevant for your project.