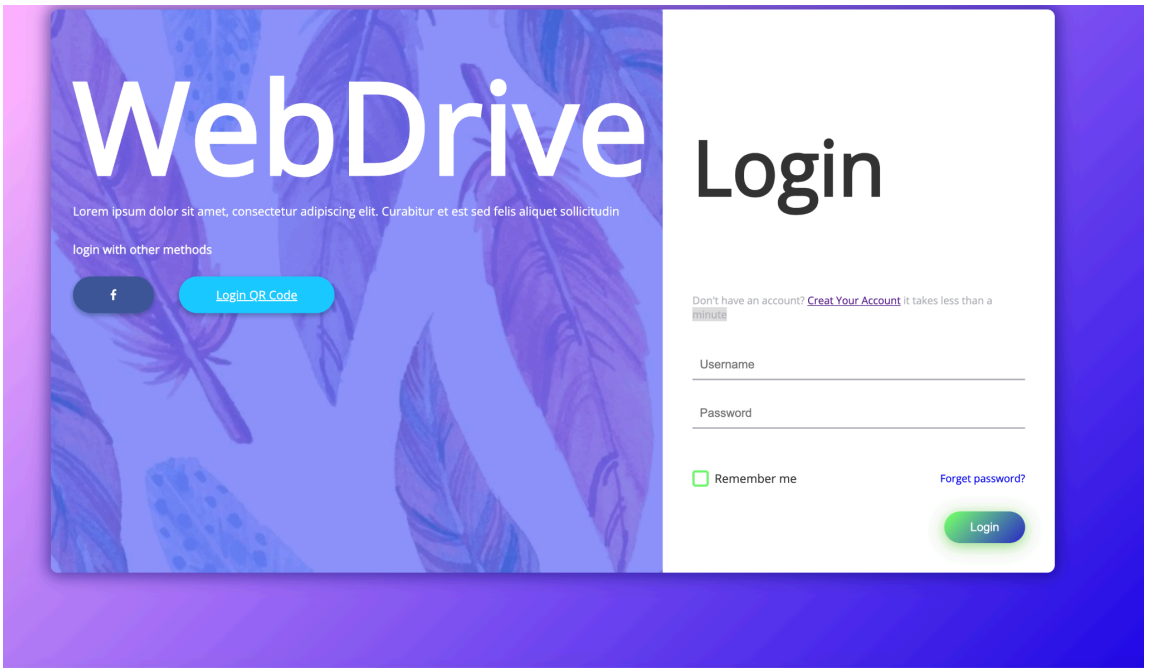
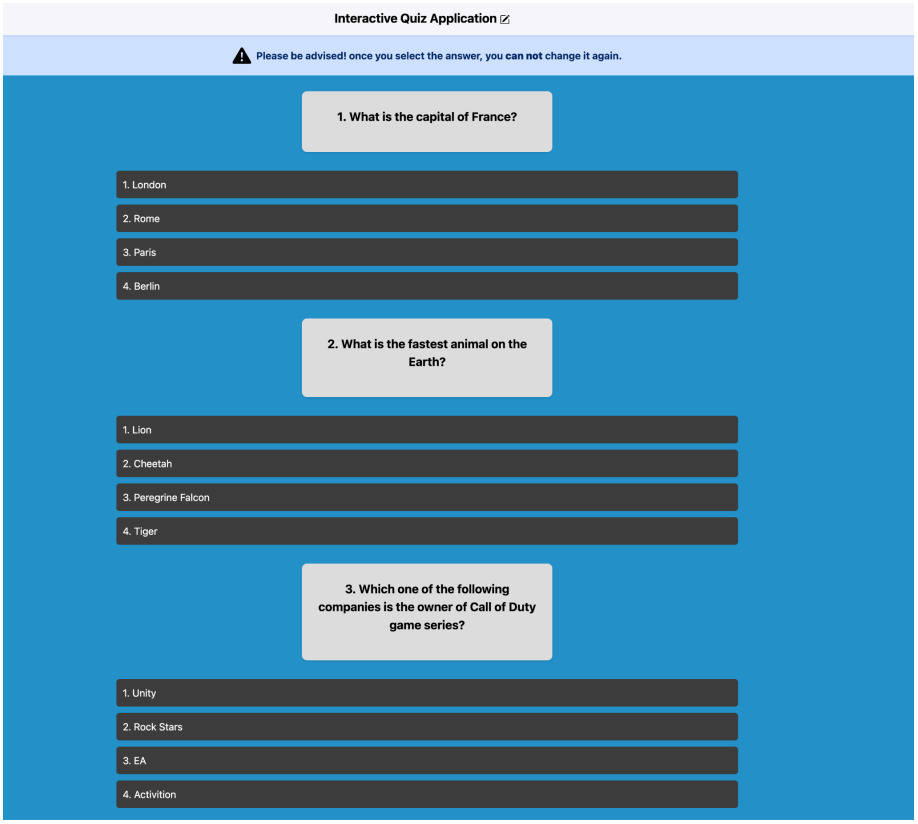


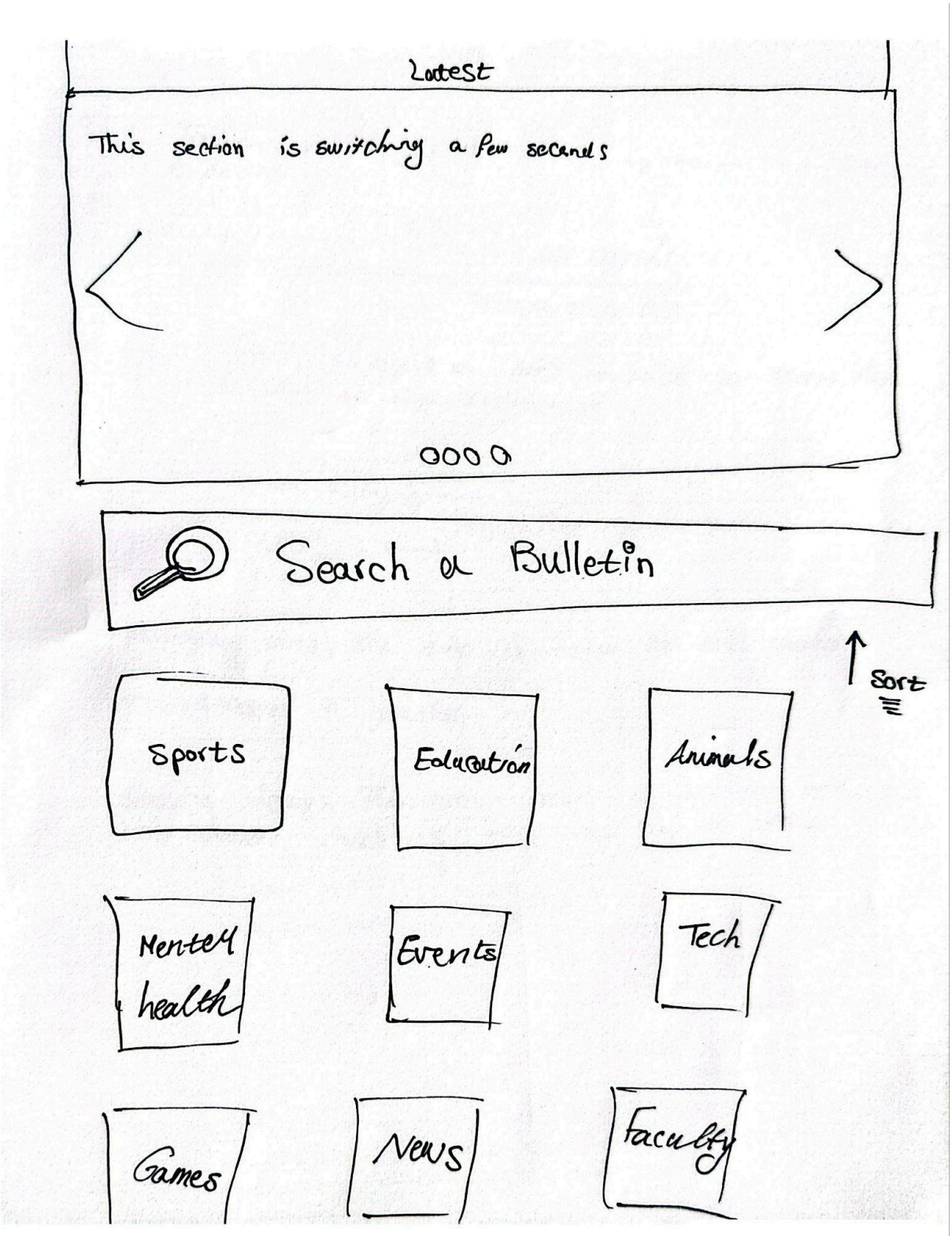
Login UI page using HTML/CSS
Full code:
http://github.com/mahdibeigahmadi

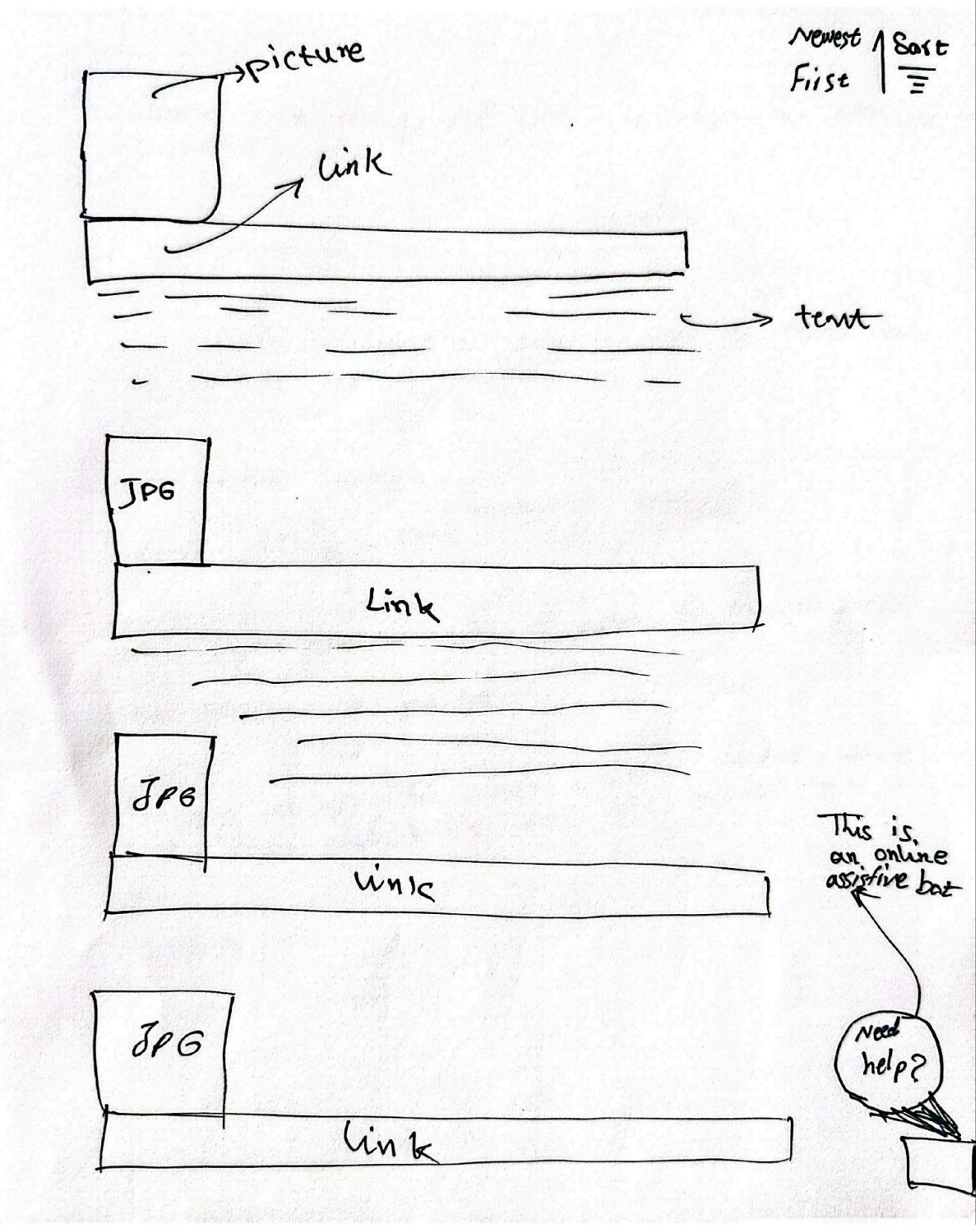


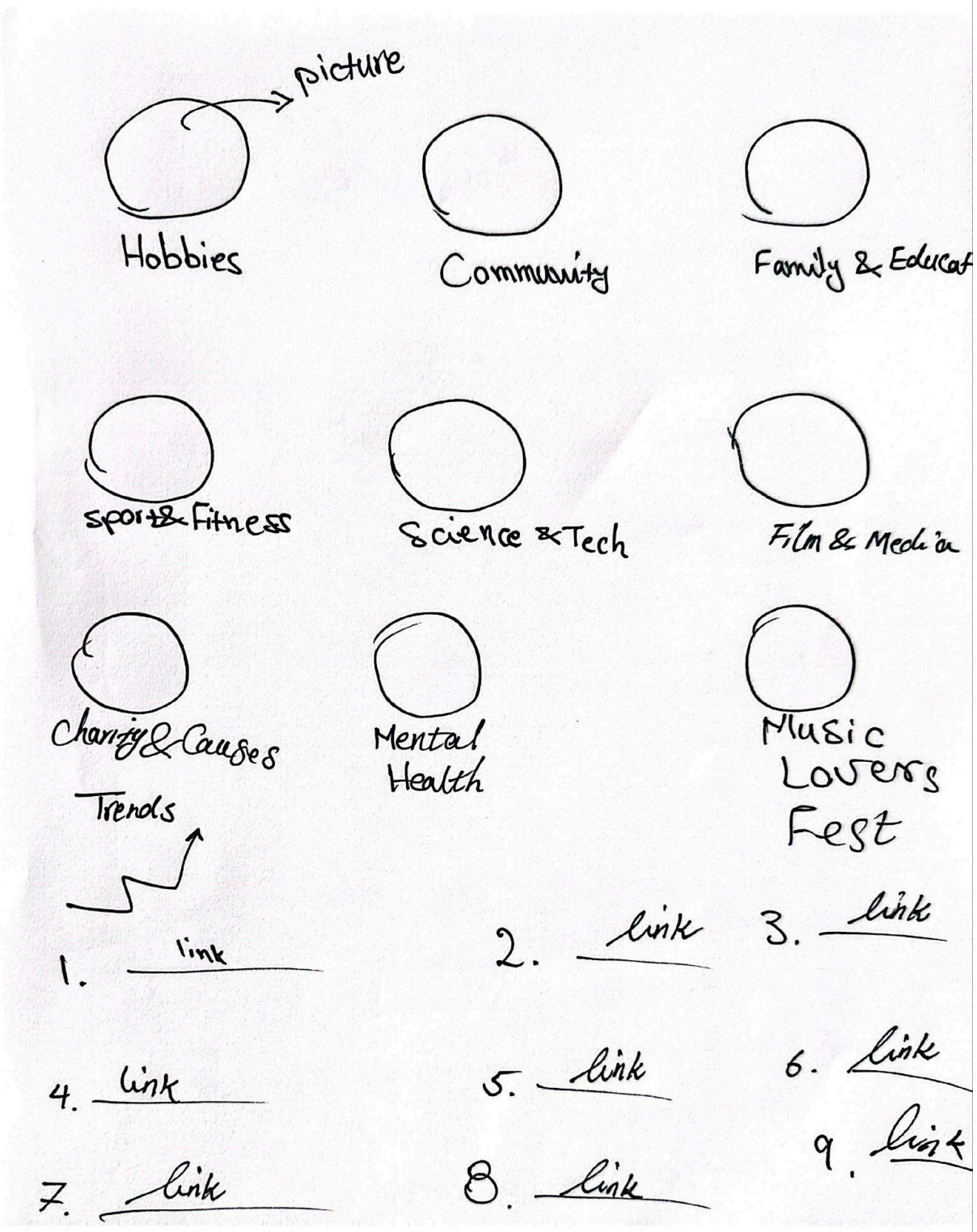
Online Interactive quiz UI page using HTML/CSS and Javascripts

Full code:
http://github.com/mahdibeigahmadi

Bulletin website UI hand drawing prototype sketches:




picture
Link
Newest First
Sort
text
JPG
Link
JPG
Link
JPG
Link
This is an online assistive bot
Need help?


picture
Hobbies
Community
Family & Educat
sport & Fitness
Science & Tech
Film & Media
Charity & Causes
Mental Health
Music Lovers Fest
Trends
1. link
2. link
3. link
4. link
5. link
6. link
7. link
8. link
9. link

Sign up to receive the most up-to-date news, events, etc.

E-mail address

Subscribe

- ☐ subscribe to all
- ☐ Notify me when event(s) are updated
  read more
- ☐ Send me weekly Bulletin
  read more
- ☐ agree to all terms & conditions
  read more

Cancel

Overview of the project:

Group Project (45%)

Welcome to the group project of CMPT 363! This project will let you experience a full cycle of the user-centered design (UCD) process, including requirements gathering, prototyping, and evaluation.

There are three parts in this group project. In the first part (10%) you are going to understand the context, specify requirements, and create some initial designs. In the second part (15%) you are going to evaluate those ideas, combine them, and build a prototype. In the third part (20%) you are going to further evaluate your design, provide recommendations for improvement, and reflect on the process.

There are three submission deadlines: **Part 1 – Feb 9**, **Part 2 – Mar 8**, **Part 3 – Apr 5**. All will have until 11:59p on that day to submit (see the Submission section for more details).

Each group will have at most four members. When you have formed a group, go to Canvas and assign yourselves to a Project Group. **This should be done by Jan 26 and before any submission**. Groups with less than four might be assigned with someone without a group.

Overview

Your team is tasked to design the web interface for a virtual campus bulletin board that allows SFU members to post public messages about upcoming events (e.g., talks, fairs) on-campus.

This document describes Part 1 of the project.

Part 1-A: Understanding & Specifying Context & Gathering Design Requirements

First, familiarize yourself with what a bulletin board in SFU does. For example, walk around the campus and pay attention to what people post on the bulletin boards; if you have posted something before, think about how you do that; or, if you see someone else posting things, observe how they do that.

After that, using the materials taught in the lecture(s) on requirements gathering, specify a set of design requirements **that you want the interface to support**. This part should include:

- **Context identification**: The when/where/who/what/how (e.g., anytime, on campus, purposes and rules of using the bulletin board).
- **User identification**: Who the users are, and what tasks do they perform in the context defined above. Come up with **2 personas**. Include characteristics and system use.
- **Three Functional requirements**: Recall from the lecture(s) on requirements gathering that functional requirements are those that describe "what" the interface should do. These can typically be identified from examining the typical uses of the SFU bulletin boards, or, if you have access to the end users, looking at the tasks they carry out. **Come up with something that is not very well-supported by the physical bulletin boards** and could be improved/supported digitally.
- **Three Non-functional requirements**: Recall from the lecture(s) on requirements gathering that non-functional requirements are those that describe "how" the interface should function. These can typically be identified from evaluation of usability of existing interfaces and reference to regulations/policies, or, if you have access to the end users, their comments and feedback. **In this case they should be related to the functional requirements you established.** Come up with something that is non-trivial (i.e., not "a post must be added within 1 second after the user clicks the post button"). They should also be backed by the usability principles or heuristics.

An example is you realized a lot of the posts have expired long ago but no one is removing them. So, the functional requirement (FR) can be "the interface should ask the poster about an expiry date and remove the post automatically after it is expired". And the corresponding non-functional requirement (NFR) can be "the expiry date should be clearly visible to the poster and also the viewers (Nielsen's 10 #1: Visibility of System Status – to communicate the status of the post regarding its expiration)".

A suggestion to come up with ideas is a team brainstorming session. There are many ways to conduct it but Storyboarding and SWOT Analysis would be more suitable here. Consider using this to help you with coming up the design requirements (after you have familiarized what a bulletin board does).

Part 1-B: Creating Design Sketches

Next, **for each functional requirement, illustrate your idea by including one sketch from each member**. These sketches should be drawn by hand. They do not need to be functional (obviously) but must be annotated to illustrate how the corresponding functional and non-functional requirements are met.

Each member must create their own set of sketches independently (it is recommended to come up with several sketches and choose what you think is the best). This is to avoid bias and thus increase the likelihood of variety. Once all have completed their set, scan and combine them. Take a look at others' designs and provide some feedback, but do not modify any of them. Organize this section by grouping sketches from all group members under each functional requirement. This means for each functional requirement there will be 4 sketches from all members (assuming a group of 4).

Full Project-part1-completion:
https://docs.google.com/document/d/1nwkv1672sg5Q_9phX5vOLl6PlJk-TOS4mXzfba4HIfs/edit?usp=sharing

Software Usage: Figma, Balsamiq