



## Assessed Coursework

<b>Course Name</b>	HCI4			
<b>Coursework Number</b>	1			
<b>Deadline</b>	<b>Time:</b>	4:30pm	<b>Date:</b>	2/12/13
<b>% Contribution to final course mark</b>	20%		<b>This should take this many hours:</b>	20 hours
<b>Solo or Group</b> ✓	<b>Solo</b>	✓	<b>Group</b>	
<b>Submission Instructions</b>	Submit through Moodle.			
<b>Marking Criteria</b>	See below			

**Please Note: This Coursework cannot be Re-Done**

### Code of Assessment Rules for Coursework Submission

Deadlines for the submission of coursework which is to be formally assessed will be published in course documentation, and work which is submitted later than the deadline will be subject to penalty as set out below. The primary grade and secondary band awarded for coursework which is submitted after the published deadline will be calculated as follows:

- (i) in respect of work submitted not more than five working days after the deadline
  - a. the work will be assessed in the usual way;
  - b. the primary grade and secondary band so determined will then be reduced by two secondary bands for each working day (or part of a working day) the work was submitted late.
- (ii) work submitted more than five working days after the deadline will be awarded Grade H.

Penalties for late submission of coursework will not be imposed if good cause is established for the late submission. You should submit documents supporting good cause via MyCampus.

**Penalty for non-adherence to Submission Instructions is 2 bands**

**You must complete an "Own Work" form  
via <https://webapps.dcs.gla.ac.uk/ETHICS> for all coursework  
UNLESS submitted via Moodle**

## HCI4 Assessed Exercise:

### Supporting the Commonwealth Games

#### v1.1

*Aim: To enable and encourage involvement in the Commonwealth Games and the city through the use of technology.*

Your job is to come up with an application or system that will allow greater involvement with the Commonwealth Games and the City of Glasgow. We are leaving the specification quite open so that you have a chance to be creative and do something new and interesting. We don't just want a games timetable app – that would be too boring!

The Games take place in July-August 2014 so if you make something interesting then there is a chance that people might actually use it during the games.

<http://www.glasgow2014.com/>

The system you develop should build upon the material you have heard about in the course. So could have audio, haptic or visualisation features, use interesting gestures, could involve collaboration between different users and devices, etc. If it doesn't build on course material you will lose marks.

To ensure you have a good plan we will have a drop in session on 22/10/13 where you can come and talk through your ideas with us, if you need to. The exercise should be done individually.

By 28/10/13 everyone should have emailed me an outline of their idea so that I can make sure that no one is stuck.

The time for the assessed exercise is short so you may not be able to build a fully functioning system. Your prototype should focus on the user interface. Faking some background functionality if you need to is fine! We do want to see something as a running demo in Week 11 though. The last lecture is Tuesday, Week 7 and after that you can use all of the time for the assessed exercise until the demos in the last week.

#### **Potential user groups**

You can aim your prototype at many different user groups including:

- Visitors from outside the city
- People who live in the city
- People attending games
- People unable to attend

It is up to you to decide.

#### **Design**

Start the process by coming up with an idea and then building paper prototypes of it. You can quickly evaluate these prototypes using things like Heuristic evaluation and Think Aloud. Try and test with people who are in your target user group, rather than just classmates. I will put up the notes from last year on Moodle so that you can get a reminder of some of the techniques you might use.

If your prototype doesn't work then start again, that is the beauty of paper! Keep these versions though so you can include them in your report. It is good to see the process of design you went through.

When you have a good paper design you can start to implement it.

## **Implementation**

Use any language/OS/platform you like, although it might be a good idea to use something you are familiar with due to the short time available. We can provide some phones, vibration motors, etc. Please ask to see if we have something that you might need. Don't spend all of your time implementing; this won't get you the best marks. You need to show your design and evaluation too.

## **Evaluation**

We want you to evaluate the prototype you implemented to show that it works, and refine it if necessary to make it even better. If possible, evaluation should occur with real end users. These evaluations might be more controlled than those you used for the design part. We want you to use a broad range of evaluation techniques.

## **Demo**

You will demo your prototype to one of the lecturers in the lecture slots in the last week of term. You will have a fixed 5 minute slot to show off the system you have developed and what it can do.

## **Report**

Your report should be a maximum of 10 pages. It should include information about your design process, the stages of implementation you went through and the evaluations you did of the implementation. You should also reflect on the system you designed and show how it might be improved in the future.

## **Marking Scheme**

25% for design

25% for implementation

25% for evaluation

10% for demo

15% for overall report

## **Hand-in**

This will be handed in through Moodle. We will set up a submission page nearer the deadline. If you want to include video material showing your paper prototypes in action then include a URL to a video sharing site.

Hand in date: 02/12/13, 16:30