

HCI RESIT COURSEWORK

Scenario GCU Information Kiosk

GCU require a Kiosk to provide information for students, staff and visitors. The kiosks will be available throughout the Campus. The kiosk will present a touch screen interface that includes information about the University and a swipe card login for students. The kiosk will allow users to browse information about the University. The swipe card login area for students only will allow the students to edit and update their own personal details as well as purchase and pay for GCU Products.

The kiosk should provide information and a full interaction pathway to find out information on the following items.

- A map of buildings on Campus and the location of each building
- Opening times of each building
- Timetables for classes at the Arc
- A list of the Computing Programmes
- Trimester Calendar
- A student should be able to swipe their matriculation to login

Once logged in the student can

- Edit and update personal details (name, address, mob, email)
- Browse timetables at The Arc gym and book classes

The majority of this information can be found on www.gcu.ac.uk, however you will need to carry out further reading to find, understand and apply good interaction design practice. Refer to Lectures and recommended reading supplied at lectures.

Details of the requirements for your work are given overleaf.

| | Possible marks | Actual mark |
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| Analysis | | |
| <ul style="list-style-type: none"> • A personae and scenario that you feel are most valuable for designing the system (5) • Comprehensive list of requirements (10) • A storyboard incorporating as many of the requirements as possible. (15) | 30 | |
| Prototype | 35 | |
| <p>The prototype should follow logically from the storyboard</p> <ul style="list-style-type: none"> • The overall look and feel e.g. colour, layout, images, theme, narrative, character (10) • Information/content organisation and logical interactivity (20) • Further marks will be awarded for taking into consideration accessibility issues (5) | | |
| Report | 35 | |
| <p>Structure - Introduction, conclusions, sub-headings and flow of writing (7)</p> <p>Critique of UCD (7)</p> <p>Reflections on usability, accessibility and UX for the prototype (7)</p> <p>Which criteria/goal and how? E.g. efficiency, effectiveness, satisfaction etc.</p> <ul style="list-style-type: none"> • 1 goal basic (generic) explanation = Satisfactory • 1 goal clear explanation = Good • 2 goal with multiple details in design = Very Good • 3 goals with multiple details in design = Excellent <p>Evaluation Plan (7)</p> <p>References (7)</p> | | |
| Total | 100 | |