

University of Southern California
CSCI 588 Specifications and Design of User Interface Software
Final Project

Please note that this assignment package contains following three sections.

1. Part 1 (page 2): Instruction for Final Project Presentation
2. Part 2 (page 3): Instruction for Final Project Report
3. Part 3 (page 6): Instruction for Final Project Package Submission

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Part 1

Instruction for Final Project Presentation

Note: This is required for all the on-campus teams for final presentation.

1. Goal

The goal of this assignment is to finalize your class project that you have designed, implemented and tested. You now have the opportunity to present your creative design to the class (imagine that you are try to “sell” your design to customers).

2. Instruction

We scheduled three classes for all the team to do in-class presentations. Each team will be on-call to present according to the assigned team number. Each team can pick one representative or all the members to present the work.

Each project presentation has to include two parts: oral presentation and online demonstration if project is implemented. The total time allowed for your project presentation is **10-12 minutes**.

A. Oral presentation

Be prepared with PowerPoint slides or live demo or any form of presentation using the final report guidelines, including:

- Project title
- Project objective
- System design and development (What SW/HW was used to develop it)
- System functionality (Demo of the project or UI's)
- Design evaluation (Problems, changes,...)
- Conclusion (Future update, good/bad experiences)

Please control your oral presentation within 2 minutes (including for time for questions and comments), so that you have enough time to do online demonstration.

B. Online demonstration, (if implemented)

Then, you need to actually run your designed system in the class to do online demonstration of your design. This is the most important part (and the best opportunity) to demonstrate the innovation and completeness of your work.

Note: The total time allowed for your project presentation is **15 - 20 minutes**. You are free to allocate it for your oral presentation and online demonstration to best meet your needs.

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Part 2

Instruction for Final Project Report

Note: This is required for all projects.

1. Goal

The goal of this assignment is to finalize your class project that you have designed, implemented and tested. By now, you should be able to finish (at least) one lifecycle of UI development, may be called high-fi prototype. It's time now to reach the last stage that documents your design and "product".

Prepare and submit your final report as instructed below.

2. Instruction

1. Only use the format instructed below to prepare your final report.
2. Submit only one electronic copy before the deadline.
3. Peer review process will be covered in Grading Criteria.
4. Report format:

Each report should clearly include following items:

- 1) Cover page (separate page): including your project title and team member information.
- 2) Final report (limited to 10 pages, this is maximum number of pages)

Use MS Word or PDF format with 12-point font.

Cover page

**University of Southern California
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Class Project Final Report

Project Title:

Assigned Team Number: _____

Team members: _____

Name_____ Last 4 digits of Student ID _____

Project status change

1) Is there anything changed from your original proposal and /or analysis report?

Yes_____, No_____

2) If answer “Yes”, clearly state what has been changed.

Team member_____, Project title_____, Approach_____,

Platform_____, work plan_____, others_____

3) Have you finished all the tasks that you targeted in your original proposal and/or progress report?

Yes_____, No_____

4) If answer “No”, clearly state what has been changed.

Design idea_____, Implementation_____,

User evaluation_____, others_____

Project Report (Maximum to 10-pages, excluding images)

1. Project objectives

2. Problem statement

3. System analysis, design, and development (if implemented)

(Should include detailed description for your design, including: task analysis, usability analysis, methods for low-fi/high-fi prototyping, and usability evaluation. Try to use pictures or screenshots with clear explanations resulted from your system.)

4. System functionality

(List the functionalities of your system, and steps that how the users will use them. Is there any system requirements, limitations, etc?)

5. Results and user evaluation

(Should include any outcome or finding from your system. Describe the user testing procedure (if any) and the users' comments. We need screenshots of your running system with clear explanations)

6. Conclusion

(Summarize your work, contributions, and any future work/improvement.)

7. Comments/issues/complaints/suggestions (optional)

(State anything about your project, designing and learning experience from this class. Don't worry that this part won't have any impact on your credit. Help us improve the course.)

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Part 3

Instruction for Project Package Submission

Note: This is required for all the projects.

1. Goal

The goal of this assignment is to finalize your class project that you have designed, implemented and tested. By now, you should be able to finish (at least) one lifecycle of UI development, may be called high-fi prototype. It's time now to reach the last stage that documents your design and "product".

Prepare and submit your final project package as instructed below.

2. Instruction

Every team has to submit a **complete package** that includes following three (2) items:

- 1) **Project oral presentation slides** that you used for in-class presentation, as instructed in above Part 1.
- 2) **Project final report**, as instructed in above Part 2.

Package all above three items as one zipped file. Submit only one electronic copy on D2L. The final submission **due date is November 12, 2014 by 6 pm**. You will get a chance to submit a supplementary report on any corrections that were suggested during presentation.