

COSC 341: Human Computer Interaction

Course Project

The course project is aimed to provide a hands-on opportunity to try the methods and ideas that we discuss in class. The project has the following components:

Step 0: (5%)

Group formation: students are required to work on the course project in groups. Please form a group (maximum 4 students) and update the group information in Canvas by **January 10, 2020**.

Select a project topic: Each group is required to select a project (see the following list for some project ideas, the core idea should develop a mobile app to support Kelowna city and communities). You are also welcome to come up with your own project idea. Please note that the project topic will be assigned on a first-come, first-served basis. Students are strongly encouraged to select at least two topics of interest and send it to me at khalad.hasan@ubc.ca. Project topics must be finalized by **January 17, 2020**.

Project ideas:

Carpooling and car sharing	Old home management
App for bikers (e.g., safe route sharing)	Local community communication
Garden/Orchard management	Medicine management
Farmer market vendor app	Pet safety Management
Restaurant food ordering system	Developing a pet community
Supporting home safety	Managing family schedule
Supporting firefighters	Party organizer
Supporting homeless people	Social services
Building a household budget	Recreation Centre app
Dating app for elderly people	Reducing energy consumption

The remaining steps of the project are (details will be provided later):

Step 1 (10%): User profile and user experience goal

Step 2 (15%): Identifying users needs

Step 3 (20%): Low-fidelity prototype and evaluation

Step 4 (35%): High-fidelity prototype and evaluation

Project Presentation: 10%

Team Member Evaluation: 5%