Software Solution - Cycle 1

- Due 23 Aug 2023 by 11:00
- Points 10
- Submitting a file upload
- Attempts 2
- Allowed attempts 2
- Available until 31 Aug 2023 at 23:59

This assignment was locked 31 Aug 2023 at 23:59.

Oral demonstration of the Persona posters, the mockups, and storyboards for the GTLM web service. Presentation will occur during the registered tutorial session in Week 4 of the semester.

Before your oral presentation during your tutorial you will be required to submit a PDF of your project to this assignment submission box.

Persona Poster

You need to create two (2) Persona posters for separate users of the system.

See Module 2: Design for details on the Persona structure and content.

A persona defines the **Who** of your software system - who is the user? The task for this assessment is to develop a persona that represent an archetypal user of the software system outlined in the Software Specification document. The persona should include the following features:

- Name
- Photo
- Tag Line
- Age
- Education Level
- Business Interaction
- Hardware and software use
- Four Grokkability items

- Personality cues (third party observations and pet peeves)
- Persona Essay (400-500 words)

As well as the above details, a second page should be included with the Persona that details the **Story** (200 words).

A Story, as discussed in workshops, defines the **What** of your software system - what does the user need/want to do with your system. As well as the Persona content you are to write a Story for the persona on their use of the application. What does she consider to be the characteristics of a good solution or pleasurable state? The key is to write the Story from the user point of view, not the system point of view.

Ideally, the Story is written after an interview with someone from the target user group of your software system. For this assessment however, the Story is to be generated from your own observations, understanding and perceptions of the requirements of such a system. In a real UX development process *you* are not the user.

The presentation of this work should be a structure that lends itself well to a poster format.

Assessment

You will be assessed on the completeness of your document as well as your creativity and the ability to document a believable user persona. The document should be visually appealing and engaging, remember that these types of documents are intended to be visible and motivate the team to engage with their intended users.

Mockups & Storyboards

Sketches/Mockups/Wireframes are simple, quickly executed drawings that illustrate essential concepts without providing details.

Your task for this assessment is to demonstrate the sketching process from original concept through to refined storyboard. Based on your persona and stories you should develop a complete storyboard for five features of the software system (at least two simple and three complex interactions). These storyboards should include multiple mockups. A simple storyboard would include between three and five mockups, while a complex storyboard should include at least six mockups. The submission should also demonstrate the iterative process involved in designing for the UX. To indicate this, there should be multiple versions of many of the individual mockups and storyboards, demonstrating how they have been refined

Assessment

You will be assessed on the completeness of your demonstrated document as well as your creativity in describing functionality of system features.

Your submission should be structured to indicate the iterative changes. At the start of the document you should show five (5) individual mockups that include the original concept and then a final version where you document the iterative changes you have applied. Following these mockups you should include the required five (5) storyboards. This part of the assignment should be structured like:

- *Page 1: Mockup 01 original concept + Mockup 01 final version*
- *Page 2: Mockup 02 original concept + Mockup 02 final version*
- *Page 3: Mockup 03 original concept + Mockup 03 final version*
- *Page 4: Mockup 04 original concept + Mockup 04 final version*
- *Page 5: Mockup 05 original concept + Mockup 05 final version*
- *Page 6: Storyboard 01 final version (includes 3-5 mockups)*
- *Page 7: Storyboard 02 final version (includes 3-5 mockups)*
- *Page 8: Storyboard 03 final version (includes 6+ mockups)*
- *Page 9: Storyboard 04 final version (includes 6+ mockups)*
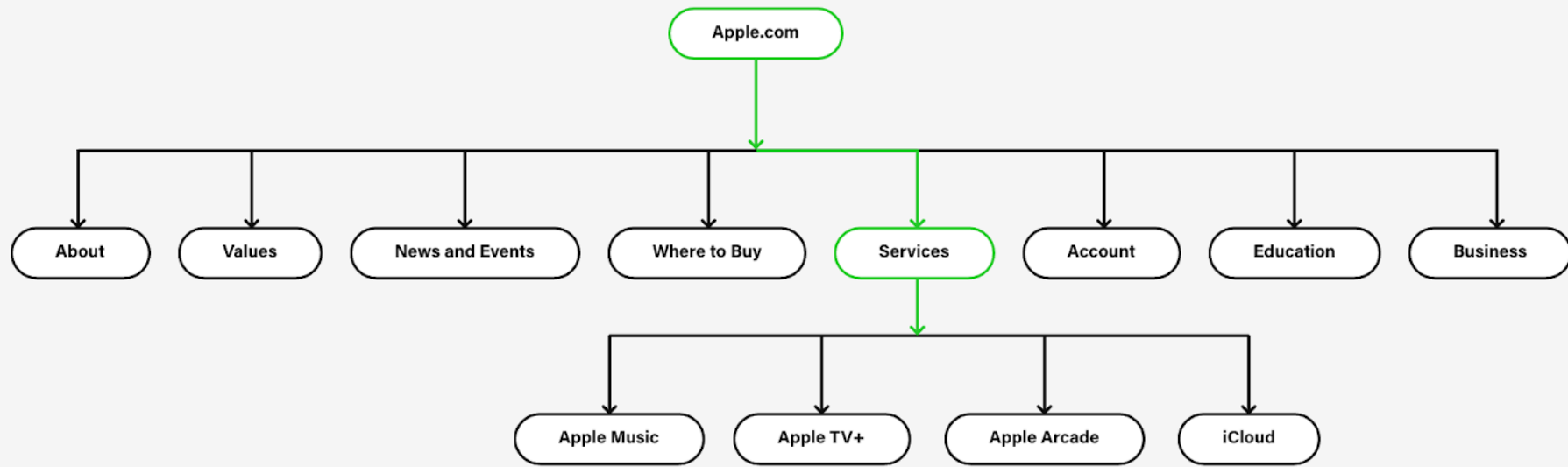- *Page 10: Storyboard 05 final version (includes 6+ mockups)*

Note: the storyboards will have more than the five Mockups listed above.

Web Site Map

Finally, you need to develop a site map for your service that demonstrates the information architecture at this stage of the project, this will include page structure, linkages between pages, and linkages between external resources. You can create any style of visual representation for your site map but it needs to be consistent. You will revisit the site map and provide a redesign during each Cycle. The example below is a simple demonstration of a site map (note that not all information has been included on this site map):

Apple.com Visual Sitemap

Visual representation of a sitemap. Image credit **Apple.com** ⬀ **(https://www.apple.com/sitemap/)** .

Here is another example demonstrating the links to external resources:
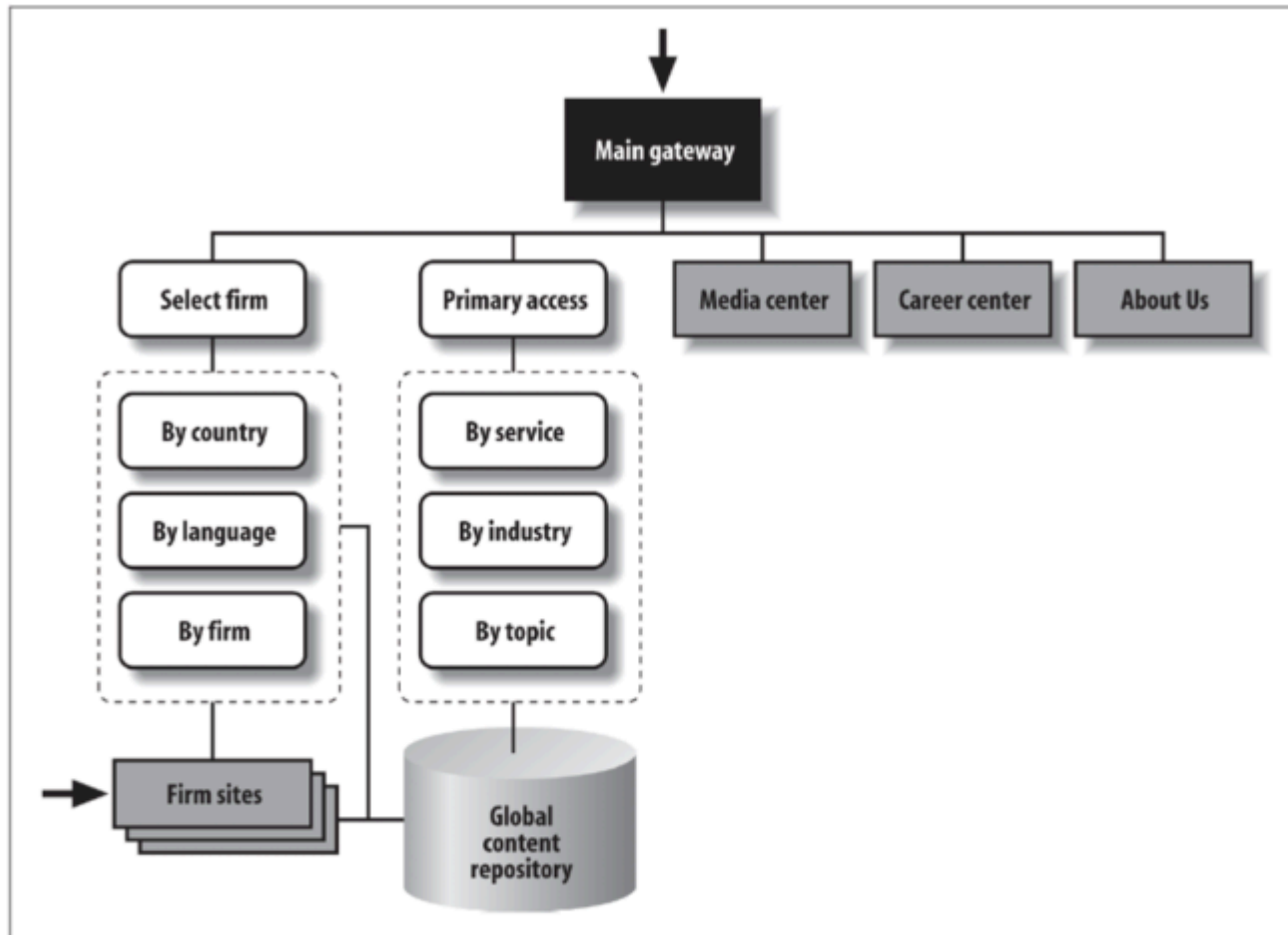
Figure 13-2. This sitemap illustrates the big picture for a consulting firm's public site...

IA example ⤷ (https://xd.adobe.com/ideas/process/information-architecture/information-architecture-examples/) from the book **Information Architecture** ⤷ (https://www.oreilly.com/library/view/information-architecture-4th/9781491913529/) by Louis Rosenfeld, Peter Morville, Jorge Arango.

Use the example below to get an understanding of the structure and layout for the various sections. Remember that this is an undergraduate submission and that there are other requirements for your post graduate submission:

- **Example Document [(https://canvas.flinders.edu.au/courses/5687/files/927104?wrap=1)](https://canvas.flinders.edu.au/courses/5687/files/927104?wrap=1)** ↓ **[(https://canvas.flinders.edu.au/courses/5687/files/927104/download?download_frd=1)](https://canvas.flinders.edu.au/courses/5687/files/927104/download?download_frd=1)**