CSCI 3160: Designing User Interfaces, Fall 2021
Group Project

Due date: Dec 7th, 11:59pm ADT.
Value: 10%
Marked out of 100.

Read this entire document carefully, and return to it during project work. Consult your project TA if you need clarification.

Milestone 3: Responding to Feedback, Design Revisions, High-Fidelity Prototyping, Demo

For this milestone your team will review feedback from your TAs/instructor and any comments on the graded Milestone 2 submission, and

Create a high-fidelity prototype following

- Usability heuristics
- Accessibility heuristics
- Principles for graphical screen design (28 marks)

- Prepare for your final presentation and demo (12 marks)

Week 1: Reflect on your design and conduct a revision cycle using sketches

1. *Design reflection:*

- Consider the design feedback and comments given for your project.
- Review the design change(s) you propose to make because of feedback obtained during Milestone 2. Revise or add changes to the proposed set as necessary.
- Compile a list of remaining issues that you will try to address in your final revision (aim for 4-8 issues). Summarize the issues and state why each is important for you to address (document ~1 page).

2. *Design Revision Using Sketching*

- As a group, brainstorm potential design modifications to address the issues tabulated in (1). You may identify 1 modification per issue, or you may propose modifications that address more than one issue.
- For each proposed modification, **roughly** sketch out a UI sequence (using paper or drawing tool). Note that this is ***not*** an n+n sketching exercise, a **single** sketch sequence per modification will do.
- Use the sketches to discuss the proposed design changes. **Annotate** the sketches with additional detail and descriptions of proposed revisions to the sketched sequence that come from this discussion.
- Collect these sketches and annotations into a single Word document. In the document, explain how the proposed changes are connected to (1).

CSCI 3160: Designing User Interfaces, Fall 2021
Group Project

Week 2: Implement revisions and applying heuristics

1. *Implement revisions on your medium fidelity prototype*

- Using Figma *
- Incorporate the design changes determined in Week 1.
- Integrate changes based on usability heuristics walkthroughs (these changes will have **already been completed** as part of Assignment 4)
- As in Milestone 2, ensure that the prototype allows someone other than you (i.e. not a designer) to walk through all scenarios. Interactivity for each scenario should be present from start to finish. The mockup should also allow a non-designer to explore the interface without a specific task in mind

* if you need to mock up aspects of your application that cannot be represented in Figma, contact your project TA

2. *Accessibility Heuristics*

- As a group, consider the work begun in lab on accessibility heuristics (i.e., applying the principles to your application).
- Identify **one** major design flaw revealed by considering the heuristics and address it in your application design.
- Create a rough sketch that highlights changes to your design that will address the flaw.
- Include the sketch in a document. In a short paragraph, identify the issue it tries to address and justify why you feel it is a significant design flaw/issue. In a second paragraph, describe how the design change(s) will address the issue.
- Implement the change in your prototype.
- Save a complete version of your prototype at this stage and include that in your milestone folder as MS3W2_Prototype

Week 3: Final refinements and demo prep.

1. *Graphical Screen Design*

- As a group, complete the work begun in lab on graphical screen design (i.e., applying the principles to your application).
- Compile a list of screen refinements made to your application as a result (~1 page).

2. *Prepare for final demo*

- Walk through scenarios again and make tweaks as necessary.
- Ensure that a non-designer can explore your interface without a specific task in mind.
- Save a complete version of your prototype at this stage and include that in your milestone folder as MS3W3_Prototype
- Your project will be allotted a time for presentation and demo in the last week of the semester.
- Follow the guidelines in the presentation and demo summary (forthcoming) to prepare your presentation/demo.
- Include your presentation slides in your milestone submission.

CSCI 3160: Designing User Interfaces, Fall 2021
Group Project

Mark breakdown

Week 1: Reflect on your design and conduct a revision cycle using sketches				26
	Design reflection	Document identifies 4-8 design issues	4	
		Document connects each issue to feedback, user research, and/or heuristic analysis as appropriate	4	
		Document is ~1 page	2	
	Sketches of design changes	Sketches of design modifications are completed.	8	
		Sketches are **annotated**, indicating that sketches had been reviewed. Annotations suggest modifications to the design	4	
		In the document, each sketch is connected to relevant design issue(s).	4	
Week 2: Implement revisions and begin design refinement				42
	Prototype design changes	Prototype incorporates design changes proposed in week 1.	8	
		Usability heuristic modifications from Assignment 3 have been integrated	4	
	Prototype fidelity	Prototype supports all scenarios from start to end.	4	
		Prototype can be explored by a non-designer	2	
	Accessibilty Heuristics	One major accessibility flaw identified and solution sketched	4	
		Document identifies accessibility flaw, why it is significant, how the design changes will address the issue.	8	
		Changes are made to prototype (in MS3W2_Prototype folder)	4	
Week 3: Platform-specific refinements and demo prep				32
	Graphical screen design	Principles of graphical screen design are applied effectively and consistently	10	
		Revisions made are summarized	8	
	Prepare for final demo	The final prototype (in MS3W3_Prototype folder) supports all scenarios from start to end	6	
		A non-designer can interact with the prototype without a task in mind	6	
		Presentation slides are included in the submission	2	