National University of Sciences & Technology

School of Electrical Engineering and Computer Science

Department of Computing

CS 260: Human Computer Interaction (3+0)

Spring 2018

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| Semester Project | |
| CLO 3: Design interfaces that assist the users and their goals. | |
| Maximum Marks: 10 | Instructor: Dr Mehdi Hussain |
| Due Date: TBA in class |  |

This is a group project where 3 persons are expected to contribute equally to the creation of the end submission.

You will be graded relative to your class fellows. This means that those submitting a better/ innovative attempt will be graded higher than you. Hence keep your work secret. Do not disclose your ideas and concepts to others in the class as the project is designed to check creativity and effort.

You will be expected to present your work in front of the whole class as a group.

Choose a system of your choice who’s interface you will be implementing in the project. Choice of tools/ IDE entirely depends upon you. Also you will choose between horizontal and vertical prototyping for the development of the system prototype. While developing the high fidelity prototype (implementation) you can choose from one of the following options.

1. A web based interface suitable for mobile or tablet interfaces only.
2. An Android application suitable for a smartphone screen of your choice.
3. A windows application.

You are also required to submit a project report which does not exceed 4 pages in length. The report will address the following points:

* Explain the design philosophy behind the conceptual design of your system. This should also address what your inspiration was behind the development of the design.
* Identify and explain the usability goals you targeted for the development of the project.
* Technical difficulties faced while developing the project.