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| **UFCFHQ-45-3 Comprehensive Creative Technologies Project:**  **Initial Proposal** | |
| Student Name: | Luke Hammond |
| Student Number: | 21013675 |
| Award: | Digital Media |
| Provisional project title: | Transferrable UI Across Game Platforms |

# Description

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**Deliverables/Outputs:**

* Documentation of User Testing
* Transcripts of Interviews
* Data Matrices
* Data Visualization of Interviews and User Testing
* Wireframing of Game Menu
* Game Menu Prototype Created in Figma
* Progress Diary
* Report
* Explainer Video and Script

# Background

My project

# Objectives

**Project Objectives: (What do I want to do? What is it I am doing?)**

* Create an effective and accessible UI menu
* Collect and Record data from participants
* Create a visual representation of data in the form of graphs and data matrices
* Create an intricate wireframe that is understandable by all viewers

**Research Objectives: (What research do I want to achieve?)**

* Further research into effective UI systems for video games
* Further research into accessibility of UI system for cross-platform video games
* What the most effective UI system is for each platform
* Further research on user tests conducted in the field

**Learning Objectives: (What do I want to learn by the end of this project?)**

* How to utilise Figma efficiently and effectively for the best output
* What the process is behind creating an accessible UI system
* How to create an accessible UI system
* How to get the best results from user testing
* How to improve/update a UI system in a pre-established video game

# Methodology

My project

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| **Risks and Issues** | **Mitigation** | **Contingency** |
| Participants are not trustworthy | Plan ahead and figure out participants early on to schedule in their availability | Focus in on a small number of participants for more exact data |
| Lack of secondary research | Finish readings and follow links in their references for more content | Analyse video essays and work around what reports there are |
| Games to play test | Identify cross-platform games across all three devices before conducting test | Find games that are cross-platform on a minimum of two devices |
| Research doesn’t add anything to the field | Make the research unique and of interest to add something new | Share findings to help others avoid what I did or perhaps reinforce existing findings |
| Deliverable timing | Follow the scheduled plan created for staying on task | Prioritise what needs doing and boost the quality of the main goals |

# Specialist Resources and Support Required

Figma is the sole specialist resource I will use and no support will be required.

# Project Plan

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| **Month** | **Task** | **Days** |
| October | Create initial Proposal  Research into the Field  Create full Proposal  Soft Submission of Proposal  Submit Proposal  Find Games to Analyse | 2  2  3  1  1  3 |
| November | Analyse Games  Create Tasks for Participants  Create a Contract and GDPR Form  Conduct Tests and Interviews | 3  2  1  14 |
| December | Visualise Data  Transcripts  Data Matrices  Research into UX Laws  Wireframing | 3  3  3  1  7 |
| January | Design Poster  Figma  Soft Submission of Poster  Submit Poster  Poster Presentation | 7  14  1  1  1 |
| February | User Testing  Data Visualisation | 14  3 |
| March | Figma  Report | 7  21 |
| April | Report  Video  Soft Submission of Project  Submission of Project | 21  3  1  1 |
| May | Viva | 1 |

# Sources and References

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