

# Embodied Interactions

People, places and information. Interaction in context

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## **Prototype Design:**

Blackboard Submission. December 14<sup>th</sup> 2023 | 14:00

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This assignment is 42% of the total module mark

**Module:** Interaction Design (UFCFQ5-30-3)

**Autumn Term:** 25th September 2023 – 19th January 2024

**Task:** Prototype Design

**Weighting:** Module Total: 42%

**Contact Time:** 3 hrs per week

**Coursework preparation:** 3 hrs per week |

**Reading and learning course material:** 4.8 hrs per week

**Module Teaching email:** [rod.dickinson@uwe.ac.uk](mailto:rod.dickinson@uwe.ac.uk)

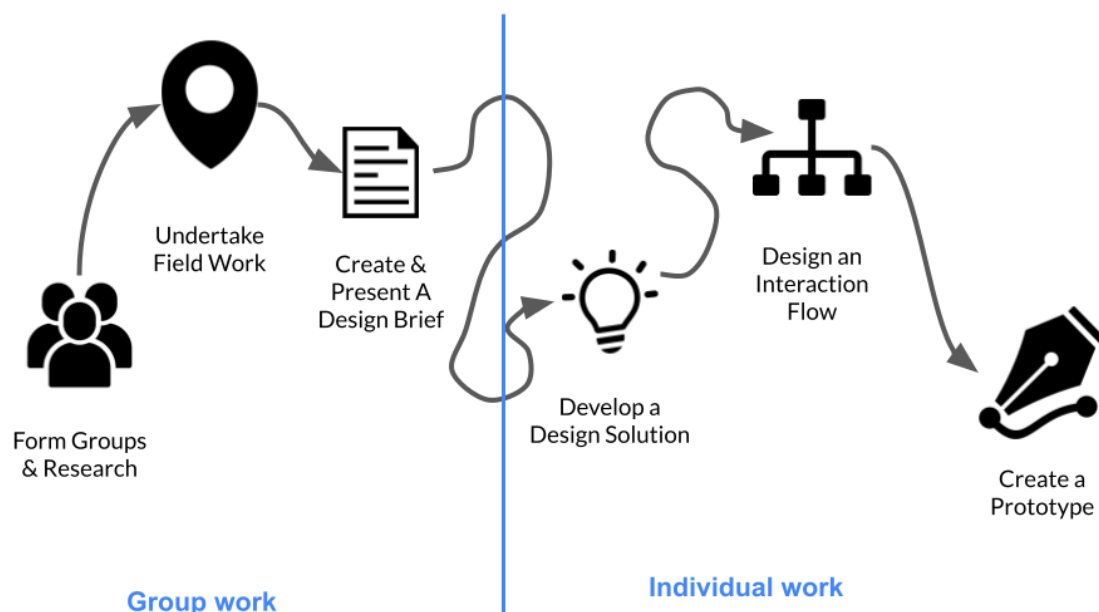
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## Assignment Overview

In **groups of three or four** you will conduct thematic and design-based research on interactive systems and educational tools that could be used to engage specific audiences with information about a specific location in Bristol\*. This includes the people and events related to the city and the physical places and infrastructure of the city itself. **As a group** create and present a design brief.

You will then **individually** develop a **lo-fi / mid-fi** prototype for a **physical** interactive installation based on your chosen aspect of Bristol to engage a specific audience at a museum, public space or other specific context in Bristol (such as M-Shed, We The Curious, Bristol Museum, Millennium Square, Castle Park etc). In order to do this, you will carry out the following activities:

- Conduct thematic and design-based research.
- Create a design brief and present it.
- Prototype a design solution, document it with a graphic display
- Document your project in a report.



**You may not present a mobile app as your final solution**, and the most successful projects will innovate with any existing technology they utilise.

This assignment is focused on self-initiated work, where you (as a group) develop a creative brief, identifying issues to be explored / solved and present a prototype that addresses your brief. It will require creative and critical endeavour.

Your lo-fi / mid-fi prototype will communicate the **key aspects of your interactive installation**, rather than be a polished and finished prototype. **It should focus on the interaction and the mechanics of the interaction rather than the content of the experience.** You will decide on the most appropriate form your prototype should take (3D model, physical model, 2D graphics / mock up).

\*Think carefully about the event/place/people that you choose and the opportunities that it affords you.



*Walk This Way, Interactive Installation using pose detection and Machine Learning*

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## **Deliverables** - December 14<sup>th</sup> 2023 2pm Blackboard submission

The following is a list of the deliverables that must be submitted in order to fulfil the requirements of the brief. Each student must submit all of the deliverables:

- **Design Brief (Group) 10%** – A design brief (300 words) **and** presentation slides.  
**Submit PDFs to Blackboard**
- **A Design Solution / Prototype (Individual) 70%** – Produced in the form you think is most appropriate to demo your design solution **and the interactivity that it explores.** (Video, animation, physical model, 3d model etc).

**Submit your Prototype either: as links in your prototype report, or as digital artefact to Blackboard, or as a physical artefacts in class**

- **A Research & Prototype Report (Individual) 20%** – A research and prototype report (1200 words) which includes links to / images of your final prototype. Discuss your research and how this prototype meets the design brief you have created and the iterative design process you have engaged in. Your report must include a bibliography with live links to each entry.

**Submit Prototype report PDF to Blackboard. Submit any physical artefacts in class and / or links to Prototypes in your report**

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## Important dates

- Week beginning October 30th Presentation of your Design Brief
  - December 14th 2pm Blackboard submission.
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## Assessment Criteria / Marking Guidance

Submissions will receive an overall mark out of 100 based on the following criteria:

Criterion	< 40 %	40-50 %	50-60 %	60-70 %	70+ %
<b>Design Brief 10%</b>					
<b>Clarity of brief / design problem</b>	Very poorly phrased brief, very poorly framed design problem . Only very basic grasp of design problem. Very poor slides	Poorly phrased brief, poorly framed design problem . Only basic grasp of design problem.	Moderately phrased and framed brief that would benefit from much more thought and development	Well phrased and framed brief, but needs some more development	Eloquently phrased and framed brief. Incisive and perceptive
<b>A Design Solution / Prototype 70%</b> (each criterion has equal weighting)					
<b>Creative, critical and innovative approach</b>	Poor quality, really lacking in ideas and unlikely to lead to engagement.	Poor quality, lacking in ideas and unlikely to lead to engagement.	Quite derivative or lacking in imagination – not very engaging.	Engaging and showing creativity or innovation to a good level.	Highly creative / innovative – likely to lead to strong engagement.

<b>Convincing prototype and development of the design</b>	Very poorly visualised prototype. Completely under developed and unconvincing.	Poorly visualised prototype. Under developed and unconvincing. Non functioning.	Quite well visualised prototype. Convincing but requires more development. Only a very small functional aspect.	Well visualized prototype, convincing design & functionality but requires refinement & more functionality.	Excellent and completely convincing prototype. Excellent development. Highly functional
<b>A Research and Prototype Report 20%</b> (each criterion has equal weighting)					
<b>Research methods, references, examples and literature review</b>	Very poor or lacking research methods. One or no examples and no literature review. No bibliography or illustrations	Poor or lacking research methods. One or no examples and minimal literature review. Minimal bibliography	Fair research methods that could be much improved. Some examples and some engagement with relevant literature. Fair bibliography.	Good, clear research methods. Good examples and literature review, citing multiple sources. Good bibliography	Excellent, incisive research methods. Many examples and perceptive literature review citing many academic sources. Excellent bibliography
<b>Clear documentation of the prototype development</b>	Poor documentation of the prototype development. No references, few images	Only basic documentation of prototype development. Few references and illustrations.	Moderate documentation of the prototype development, reasonable range of references and examples	Good, insightful documentation of the prototype development, good range of references and examples	Excellent, insightful documentation of the prototype development, large range of references and relevant examples
<b>Clarity of findings and engagement</b>	Very poor findings, unclear and vague design solution. Lack of engagement	Poor findings, unclear and vague. Lack of engagement.	Fair findings and reasonable clarity. Evidence of moderate engagement.	Clear findings and good clarity. Evidence of good engagement.	Clear and precise research and findings. Excellent engagement.

## Feedback

Verbal feedback will be available in the workshop sessions and you are encouraged to seek this from your tutors throughout your process. You should also seek (and reflect on in your design journal) feedback from target communities and peers during the process.

## Submission Details

Ensure that you test the digital production components of your submission.

## Submission format guides:

**All deliverables must be submitted to Blackboard.**

**Prototype Report, Design Brief and Research Statement:** An **PDF** with illustrations where appropriate.

**Poster:** A **PDF** of a high quality A0 Poster, a A0 full colour print for the poster presentation.

**Cover Page:** A **PDF** containing the text, image and a link to your group blog.

**Prototype:** You will decide the most appropriate format your prototype should take.

Examples include: a video walkthrough of a 3D model, a physical model, 2D graphics / mock up.

## Study Support:

The following links provide detailed information on study skill provision and UWE academic policy. In submitting your final submission for examination you agree that you have read the following guides linked to below:

- Digital Media BSc Learning Policy:
- UWE Study skills: <http://goo.gl/NalwD5>
- UWE Word count policy: <http://goo.gl/Qe8kbq>
- UWE Referencing policy (UWE Harvard): <http://goo.gl/lu3S3L>
- UWE Plagiarism policy: <http://goo.gl/vAHWOp>
- UWE Academic appeal process: <http://goo.gl/Tf1nv3>

## Plagiarism Advice:

The usual university strictures about plagiarism apply to this assignment. It is good practice in academic writing to reference correctly the work of others that you may draw upon for your own. Please help us to clearly distinguish your original efforts by so doing.

If you use code from other sites, the sources must be referenced in your Bibliography. If you use any other site(s) as a source of ideas for your site, you must reference the source. If you copy code and/or ideas from another student's work, or even if you are helped by another student, you must reference/acknowledge the source.

- UWE Plagiarism policy: <http://goo.gl/vAHWOp>