



UXU Report Template

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Table of Contents

1. Introduction 3

2. Methodology 3

3. Findings..... 3

4. Discussion 3

5. Conclusion..... 3

6. Appendix 3

1. Introduction

The reader needs to get a sense of what you are doing, why you are doing it, and what possibilities and constraints your project contains.

2. Methodology

How did you decide to do what you did the way you did? What methods did you use, and why? What did you learn during the design process, and how did one phase lead to another?

Describe phases, iterations, activities and reflect upon these.

3. Findings

What did you actually design? What did you get out of each step of the design process? Focus on the core content, don't discuss it or reflect too much here.

Organize content using the four basic activities, described in chapter 2 of the course book.

4. Discussion

Discuss your findings and your process. How would you do this different the next time? What worked well? What did you get out of it? Did you reach your initial goal?

5. Conclusion

Based on the design process so far, what are the next steps in your project (imagine that you will continue working on it towards a fully functional system). Also, this is a good place to briefly reflect on the process as such.

6. Appendix

This could contain essential parts of audio/video capture of participatory design workshops, usability tests, prototype presentations, surveys, personas, etc....