Requirements Key Points

* Help **new and current** students learn more about the **university and its surrounding area**
* New campus currently being developed
* encourage students to engage with - and **learn more about** – the campus
* avoid creating a linear tour and avoid giving explicit directions
* encourage exploration
* users should be able to **follow their own route** and **choose their own destinations**
* any form of mobile device
* other technologies (location beacons, QR codes, etc)
* context-sensitive interactions
* assume there are **no technology constraints** whatsoever
* conscious of **safety**
* should not be distracted from their surroundings
* Consider the **attention demands** of your interactions
* situation affect users’ ability to **provide input and perceive output**
* enjoyed by a **group** of students
* quizzes at landmark buildings
* emphasis is on interaction design and evaluation, **not implementation**.
* **create prototypes** of your designs, paper prototypes, digital wireframes, partially implemented apps
* implemented to allow demonstration and evaluation
* evidence that you have **considered and evaluated multiple interaction designs**