



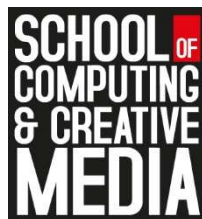
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PART OF THE UNIVERSITY
OF WOLLONGONG AUSTRALIA
GLOBAL NETWORK

School of Computing and Creative Media

Group Assignment

January 2022 Semester

XBCS 2083 Designing for Usability and User Experience
XBCS 2113 Human Computer Interaction and User Experience



This group assignment (4 – 5 members) allows you to apply usability goals, user-experience goals, and design principles. The objective is to enable you to set usability and user-experience goals and design principles that apply to a specific interactive system and to use them as a guide in evaluating the system.

Scenario

Identify a handheld device (e.g., remote control, hand held computer or cell phone), an everyday device (e.g. home or office appliances), or software application, and examine how it has been designed, paying particular attention to how the user is meant to interact with it.

PART 1

User Personas and Scenarios – Focus on the WHO (30%)

This part of the assignment builds the importance of thinking about users, and allows you to create believable examples of user types (personas) and tell plausible user stories (scenarios) that explain how your users might use your product, system, or interface.

Based on the scenario given, create a persona that you feel describes the type of user you have in mind (if your design supports multiple types, pick the one that interests you the most). In developing this persona, consider your hypothetical user's demographics, background, education, experiences, and overall goals in life.

This should be a fairly specific persona (e.g. "Triston" is a 25-year-young business executive from Kuala Lumpur, who regularly flies around the world...) that you will be able to use to help guide your design. Based on this persona, develop a scenario that you feel describes something your user would likely be trying to accomplish with your design. Keep your focus on the user, and not the system. Remember that scenarios are "technology-agnostic" – they describe something your user wants to do (e.g. "Triston" wants to get his travel list up to first class...), and not on the mechanics of how your user will do that with your design. Write the following points, using subheadings to separate each point. Mention the product, system, or interface you are designing, paying particular attention to any changes in desired functionality.

Use subheadings to separate each point. It should be clear that you have thoughtfully considered the issues and concepts.

- Present your persona, and explain why you chose this persona (i.e., how will it help guide you in the design process?). **(20 marks)**
- Present the scenario you developed for this persona, and explain why this is an appropriate scenario for considering your users' needs. **(10 marks)**

You are required to write a report, approximately 700 words on the User Personas and Scenarios.

PART 2

Use Cases and Tasks – Focus on the WHAT (30 marks)

This part discussed the importance of thinking about tasks, and allows you to take the scenario you developed in **PART 1**, and turn it into a detailed use case explaining how your product, system, or interface will allow your users to accomplish a specific task.

Identify one or more specific task that your user persona would be trying to accomplish in your scenario and then write a use case for that task -- identifying at least one basic flow of events, or workflow analysis, that examines step by step what the user needs to be able to do to accomplish that task.

Remember that use cases focus less on the user's tasks, and more on how the user interacts with your design to accomplish those tasks.

You can approach this part using whatever format works for you (e.g., actors, pre-conditions, post-conditions, basic flows, alternative flows, etc.), but the key thing is to address how your user interacts with your design to accomplish the task you chose (including what happens if all goes well, and if applicable, what happens when all goes wrong). Do not worry yet about specific interface features (that comes next!), but focus on the functions your system needs to provide if your hypothetical user is to accomplish successfully your hypothetical task.

Produce a report covering the following points:-

- Identify the task you chose to analyse, and explain why you chose this task in particular (i.e., how will it help guide you in the design process?). **(20 marks)**
- Present your use case in detail, making sure you include at least one specific flow of events detailing step by step what happens (or should happen) as your user accomplishes your task. **(10 marks)**

You are required to write a report, approximately 700 words on the Use Cases and Tasks.

PART 3

Conceptual Designs and Prototypes – Focus on the HOW? (40 marks)

This part builds upon our discussions of the importance of prototyping and interface design, and allows you to explore how the functional requirements you identified in **PART 2** will be manifested in the interface of the system you are designing.

Based on **PART 2**, prototype an interface design that would support the use case you presented. While this does not need to be an actual "working" prototype, make sure it is clear how the interface will function – what design concepts you have in mind, what types of interface features you would like to include, etc. – and how the interface will support each step in your use case. This is where you pull everything together to design an interface that will support the users, scenarios, and tasks you have been exploring.

You can develop your prototype using any development tool at your disposal – from sketching designs on paper to using any software (Microsoft Word, Open Source Drawing application, etc.). Depending on the scope and scale of your use case, you may need more than one prototype to illustrate each step in your use case. If so, feel free to present one overarching prototype that covers most of your use case, with smaller sketches to illustrate additional details.

- Remind us about the product, system, or interface you are designing, paying particular attention to any changes in desired functionality. **(10 marks)**
- Present your design prototype, and explain how your interface design supports each step in your use case. **(10 marks)**
- Discuss (briefly) your rationale for designing this prototype the way you did (i.e., why these design features?). **(20 marks)**

You are required to write a report, approximately 700 words on the Conceptual Designs and Prototypes.

Report

Your report should be structured with given headings where appropriate, and sub headings. You should generate charts, graphs and tables that summarize succinctly the results of your findings. The results should be intelligible to any reasonably well informed reader. As you are required to articulate complex ideas, it is important to present your report clearly and professionally. It is important that you communicate your findings effectively. Your work must contain all of the following attributes:

- Evidence of subject area knowledge.
- Coherent writing (e.g. constructing an understandable, creditable, and convincing narrative).
- Evidence of a critical and discerning approach, in particular the use of research material that supports your arguments.
- Organization of the report (e.g. report format, narrative structure, logical construction).

General Instructions

- In addition to text, you may also use graphics, tables and other appropriate forms of presentation.
- Adhere to Harvard conventions for referencing.
- Use refereed materials to support your ideas, strategies and recommendations.
- You should use Calibri font, 12 point font style and 1.5 line spacing.
- Submit a ZIP file of documents by uploading onto Open Learning (*a folder will be created*). **Example: *group_leader_name_studentID.zip***
- The ZIP file must contain the following documents:-
 1. Report (one copy for the group)
 2. Marking rubrics
 3. Self and Peer Assessment Form (each member needs to fill-up)
 4. Turnitin report (this will be provided)

Class ID: 33646990

Enrollment key: uow123

Date of Submission

Date of submission is on **24th March 2022 (Thursday)**, latest by **12.00pm** (upload onto Open Learning). Students are to adhere to this deadline. Failure to meet deadline due to loss of file and breakdown of computer/printer will not be accepted. Failure to meet deadline due to health and/or family reasons must be supported with relevant documents (example: medical certificates from approved government hospitals) and must be submitted within one (1) working day.

Academic Standard

Academic dishonesty is a basis for disciplinary action. It includes but is not limited to activities such as plagiarism. The module lecturer reserves the right to grant a zero mark to an assignment if an act of plagiarism is committed. Here are some examples of plagiarism:

1. *Outright plagiarism*

Large sections of the assignment are simply copied from other sources and the sources are not acknowledged as quotations.

2. *Paraphrasing*

The student paraphrases a closely reasoned argument of an author without acknowledging that he or she has done so. Clearly, all our knowledge is derived from somewhere, but detailed arguments from clearly identifiable sources must be acknowledged.

3. *Other sources*

Essays or papers that are written by other students or sold by unscrupulous organizations are submitted by students.

4. *Works by others*

Taking credit deliberately or not deliberately for work produced by another author without giving proper acknowledgement. This includes photographs, charts, graphs, drawings, statistics, tables, diagrams, video-clips, audio-clips, and texts printed on website.

5. *Double credit*

The student submits the same assignment to two or more modules.

Self & Peer Assessment Form

One of the advantages of working as a group is that you can all benefit from each other's strengths. The purpose of this exercise is to give recognition to the varied contributions that individuals make to the group. The lecturer will use the completed form as a guide to distribute marks between team members. If very large differences occur in the perception of the contribution of particular individuals, the lecturer may ask the group to discuss and to reach an agreement.

Below is a list of some examples of processes which you will most likely be involved in completing the project. Depending on the nature of your group project, you may modify this list by adding/deleting some processes, if everyone in the group agrees.

Examples of group project processes (please note that the list is only indicative):

- 1 Ideas and suggestions
- 2 Leadership, group organisation and support, minute taking
- 3 Research data / analysis
- 4 Report writing and editing

Using the Self & Peer Assessment Form, independently assess the relative contribution of each team member, including yourself. You should take into consideration quality and effectiveness of the contribution as well as amount of effort spent. Consider an individual's contribution in terms of the following scale:

Grade

- 9-10 The individual who earns this evaluation has consistently contributed. He or she has demonstrated an understanding of the material, a willingness to work consistently to achieve a high-quality output, to help others, and to be flexible in scheduling. Essentially, this assessment indicates that the individual has done more than his or her "fair share" and has shown initiative and interest throughout the term.
- 7- 8 An individual who earns this evaluation has contributed in an average way. Performance was generally good but perhaps was inconsistent. This individual did the tasks that were assigned to him or her but rarely took initiative. Inconsistent attendance at meetings or lack of preparation at times slowed progress or other similar tendencies at times diminished a generally solid contribution. This individual usually contributed his or her fair share.
- 5-6 This evaluation indicates that the individual performed below reasonable expectations. Whether it was quality of work, attendance at meetings, preparation, interest in the project, initiative, understanding of the material, or meeting deadlines, this individual performed at the level below what one would normally expect. Essentially, the group would have been better off without the contributions of this person.
- 1-4 This range indicates that the individual made insignificant contributions, if any, to the project and was essentially dead weight. This individual made a minimal effort to get involved and basically depended on others, though he or she may have contributed at some point during the semester.

Self and Peer Assessment Form

(Key-in your details and attach this page to your assignment)

Subject Code & Name:- _____

Group Assignment Title:- _____

UOW Malaysia KDU Student Number:- _____

1. List the student numbers in the table below (including yourself).
2. For each member in your group, including yourself, evaluate the quality of contribution throughout the project (You should use the evaluation criteria above to assign a numeric evaluation)
3. Sum the number of points allocated to each member in the group.

No.	Name and Student number (including yourself)	Group Project Report				Total
		1	2	3	4	
1						
2						
3						
4						
5						

Evaluating a peer is a difficult thing to do whether it is in a class or on the job. However, for a team project like the one in this course to work and for the workload to be fairly distributed, everyone needs to contribute. A student who has contributed significantly should be recognised with an assessment that reflects that contribution. Likewise, a student who did not meet expectations should not benefit from the work of others.

Comments

Use this space if you wish to draw to the attention of the tutor any particular points about the way your group operated.

Name: _____

Date: _____

Marking Rubrics

PART 1	1. Present your persona, and explain why you chose this persona (i.e., how will it help guide you in the design process?).	/20
	2. Present the scenario you developed for this persona, and explain why this is an appropriate scenario for considering your users' needs.	/10
PART 2	3. Identify the task you chose to analyse, and explain why you chose this task in particular (i.e., how will it help guide you in the design process?).	/20
	4. Present your use case in detail, making sure you include specific flow of events detailing step by step what happens (or should happen) as your user accomplishes your task.	/10
PART 3	5. Remind us about the product, system, or interface you are designing, paying particular attention to any changes in desired functionality.	/10
	6. Present your design prototype, and explain how your interface design supports each step in your use case.	/10
	7. Discuss your rationale for designing this prototype the way you did (i.e., why these design features?).	/20
Comments:-		
Total		/100

Mr. Gerard Chong

Received Date