

Project Guidelines

Now that you've interacted with your group members and know them well, you need to work in the same group, on a final group project for this course.

- The project weightage is **10%**.
- The project topic can be the same you had chosen during the group presentation **OR** you can choose a new topic. The project should ideally try to solve some problem faced by you or society. Some project directions can be Social Media, Internet, Personal Assistant, Healthcare, Education, Transportation, Security, etc.

NOTE: The project's design process and the final solution should involve interaction design (ID), user experience (UX), human computer interaction (HCI) and other design principles and processes (like design cycle, double diamond of design, etc.) and requirement gathering techniques that you have learnt in this course.

You should follow these steps to go about the project. It will be evaluated on the basis of all these criteria.

Step 1: Problem Definition and Identifying Target Users: Clearly define and identify your problem through a problem statement. Identify the target user group or stakeholders for your problem.

Step 2: Requirements Gathering: Gather user requirements and collect data using relevant data collection methods taught in class (surveys, interviews, FGDs, etc.). Follow proper procedure (questionnaire forms, consent forms). Collate and analyse your findings and present in a concise and accurate manner.

Step 3: Ideation and Low-fi Prototyping: Brainstorm and identify possible solutions to your problem statement. Narrow down to one solution (give reasons why the chosen one was better than the others) and create low fidelity prototypes for this solution.

Step 4: Hi-fi Prototyping: After identifying possible shortcomings and opportunities through your low-fi prototype, build and improve on your idea and present a final high-fidelity prototype of your solution. Use prototyping tools like Figma or Adobe XD to create interactive, high-fidelity prototypes that reflect your final solution.

Step 5: Evaluation: Get your prototypes evaluated by the users using relevant evaluation methods. Define a clear evaluation criteria for your solution. Iterate on the design after analysing the feedback received. Keep in mind the iterative nature of design cycle. Clearly show how the user feedback was incorporated into the final prototype.

Project Deliverables:

1. You are expected to present and articulate all of your findings and steps followed (as listed above) in the form of a **PROJECT REPORT**.
Clearly outline the different sections in the report.
2. You are also required to make a 2 minute **VIDEO** (1 minute for explaining the problem and idea, and 1 minute for showing the high-fidelity prototype)
3. Also submit your final **high-fidelity prototype** (figma or Adobe XD file)

Note: All submitted files, including reports, demo, and code will be considered for evaluation. All institute plagiarism rules apply, if any plagiarised content is found we will give 0 marks.