

## **COMP3900/6390 Assignment 2 Specifications 2016**

### **Group assignment. Marked out of 50, worth 15%**

#### **Overview of this assignment:**

Choose an exhibit from a cultural institution (such as a museum or art gallery) and develop an early-stage prototype of an interactive on-line representation of that exhibit. You can choose an exhibit from one of your assignment 1 submissions and you can modify the on-line idea from that submission if you wish. Alternatively, you can choose a fresh exhibit and create your on-line idea as a group. Do some research on-line to find three examples of similar exhibits to the one you have chosen.

Write a scenario to communicate your on-line idea. Describe the situation where it would be shown, describe the personas and write a use-case that will demonstrate the main feature of your interactive on-line idea. Keep the focus of your prototype small so that it only demonstrates your use-case. There might be more to your idea but those parts will be out-of-scope for your prototype.

Remember that the use-case from this scenario will be the basis for the user-evaluation of your prototype in assignment 3 so be explicit about what is in-scope for the use-case. Remember also that we are working with an early-stage prototype and this does not involve standard support features like login or accounting.

#### **Assignment submission:**

1. Describe the exhibit and describe the group's concept for your on-line interaction for the exhibit. Compare your idea with existing on-line content and cite that content.
  - 1.1 Describe the exhibit – can be adapted from assignment 1. [2 marks]
  - 1.2 Describe your group's idea (about half a page). [5 marks]
  - 1.3 Compare your idea with three examples of existing on-line content. [3 marks]
2. Write a single use-case scenario that illustrates your interaction concept.
  - 2.1 Describe the situation for your scenario. [2 marks]
  - 2.2 Describe the persona (or personas) involved in the scenario. [3 marks]
  - 2.3 Describe the use-case, with a narrative, story-telling style of description. [5 marks]
3. Build an early-stage prototype that implements your group's concept sufficiently to walk a user through the use-case of your scenario.
  - 3.1 Your deliverable for Part 3.1 will depend on how your group decided to develop the early-stage prototype. Your options can include:
    - a. Screen mockups with annotation showing how they relate to your use-case
    - b. An interactive mockup (for example html, PowerPoint)
    - c. A stop-motion video of a paper prototype, with a description for the person marking it so show how it matches the use-case
    - d. Other ideas you might have for delivering your prototype. In this case be sure to discuss them with the lecturer well before the due date for the assignment.

The marking scheme for Part 3.1 is:

- A prototype that can matches and can demonstrate the use-case. [10 marks]
- The level of interactivity with the user. [5 marks]

3.2 Describe what you think is innovative about your group's idea and/or about how you have presented that idea in your prototype. [5 marks]

[Total for Part 3: 20 marks]

4. Describe five design decisions that you took when designing your prototype. For each design decision:

4.1 to 4.5: Say what the design decision was and say what reasoning and/or evidence was used to justify that design decision? [1+1=2 marks]

[Total for part 4: 10 marks]

### **Number of pages in your submission using the assignment template (Word document)**

Similarly to assignment 1, you can use the Word template or you can make an equivalent document template for yourselves. Be sure to put all the details of your group members on the first page and put a page number at the bottom of each page.

Part 1 should take about one and a half pages plus any photos or diagrams

Part 2 should take about one and a half pages, depending on how you space out the components, plus any photos or diagrams.

Part 3.1 depends on how you decide to present the prototype. If you are not sure then talk to the lecturer.

Part 3.2 should take between half and one page

Part 4 should take between one and two pages, depending on how you space out your text and on how much you want to say, plus any photos or diagrams.