**COMP3900/6390 Assignment 2 marking template  
Group assignment. Marked out of 50, worth 15%**

**Group number: 15**

**Group mark: 40/50 Moderated mark 43/50**

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 +4+2 = 7/10)

Good introduction and description, however you should say where the physical exhibit currently is. You only introduce this later.

You have an interesting idea of a webpage with a transitional image from multiple angles, and choices for audio and language. This sounds like it suits the nature of the physical exhibit well.

There is often not a great amount of interaction possible from users clicking buttons, so perhaps you could think about additional ways of extending the concept to include greater engagement and interaction of the users on both a physical and emotional level.

Your examples and comparison to other websites is good. Consider looking past the physical layout of the other websites, and consider how they engage users through the different levels of interaction possible. Then use this to compare back to your own idea.

2. Write a single use-case scenario that illustrates your interaction concept. (1+2+5 =8/10)

When describing the scenario for your use case, provide some context as to why someone might be interacting with your online exhibit. You should also specify how they begin the interaction. Instead of saying they ‘find the exhibit’, perhaps you could say that they ‘navigate to the NMA website and select the Diprotodon Exhibit from the menu’.

Your persona is good but you could include more detail to really bring the character to life. Remember the point of the persona is to humanize a user and provide the reader with someone to relate to and understand what is motivating them to want to interact with your design. A good place to start when doing this is describing why they are interacting with your website and what their goal is, that is, what do they want to achieve? This allows us to understand if your design is capable of delivering this.

Your use case is generally very good. You have showed specific actions that Ted undertook and the clear responses that resulted from the system. You have addressed all of the main features that you described in your concept.

3.1 Prototype (12 /15)

You did a great job showing the types of ways the system responds when users interact with certain features, and covered a wide range of the features discussed in your concept.

Your prototype demonstration did not map entirely to your use case, such as the use of the audio button, the video player, and the zooming features.

I think you encapsulated some interesting depictions of how your concept would work, and there are some understandable emotional and physical connections with the user.

3.2 Innovation ( 3/5)

From your descriptions, I have picked out at least three features that are potentially innovative. You described these well enough to include justification, however you lacked specifically addressing what you thought was innovative and why.

4. Describe five design decisions that you took when designing your prototype. ( 10/10)

You have provided good identification and reasoning of design decisions and how they relate back to your concept and prototype.

Marker’s comments on using this prototype for assignment 3.

Your prototype could be expanded to show a few more views of how the system responds when users interact with other aspects of your system. Focus on delivering an image mockup of what it would look like when a participant follows the same steps that you describe in the use case, such as a caption showing that the audio is playing, and other screens that show what it looks like when the participant clicks on the video button.

Perhaps you could extend the slider graphics to have an intermediary mockup of what happens when the user does not slide the slider all the way to the left or right. This could show the gradual transition.