TOI-OHOMAI
Institute of Technology

COMP.5209
Interface Analysis and Design

Assignment 2

Assessment	Type of Assessment	Due Date & Time	Marks	Weighting
Assign #2	Design Assignment	27th September 2019 @ 4pm	See Rubric	40%
Learning outcomes assessed:				
3. Optimise media for the web				

MARK ALLOCATION:

Task #	Marks Allocated	Marks Awarded
Task 1	10	
Task 2	25	
Task 3	20	
Task 4	20	
Task 5	10	
Task 6	10	
TOTAL	100	
Percentage	100	

Reminder

The assignment must be a product of your own work, except for the use of resources supplied with the course, discussions conducted with the lecturers, and other assistance shown as acceptable in the section *Assistance to Other Students* below.

Assistance to other students

Students themselves can be excellent resources to assist the learning of fellow students, but there are issues that arise in assessments that relate to the type and amount of assistance given by students to other students. It is important to recognise what types of assistance are beneficial to another's learning and also what types of assistance are acceptable in an assessment.

Beneficial Assistance

- Study Groups
- Discussion
- Sharing reading material

Unacceptable Assistance

- Working together on one copy of the assessment and submitting it as your own work
- Giving another student your work
- Copying someone else's work
- Changing or correcting another student's work
- Copying from books, the Internet etc. and submitting it as your own work

Assessment outcome

Upon successful completion of this assessment you will be able to create the designs (wireframes, story board and mood boards) for a project that needs to be created. You are also able to create and supply the material that need to be used for the developers.

What you are and what you are not

For this assessment you are in the place of a UX and UI designer, you are not a graphics designer. This means you are to optimise assets so that they can be used in a website, but are not expected to create them from scratch. Whatever you source from third party options must be referenced properly. Links from Google images will not be accepted.

Individual Assessment

This assessment is an individual assessment. You are to create a product of your own, but are able to work with other students as per the guidelines above.

Submission Type

This assessment is part 2 of 3. You are to work in the folder that you created for the first assessment. In this folder you will create another folder and call it **Assessment 2**. In that folder you will put in all the files related to the second assessment. Note that your marking guide will reference to the files submitted for the first assessment. In the event that you didn't pass the first assessment a start up pack can be requested from your lecturer.

- When submitting the assessment please zip and upload the folder called **COMP.5209-19-S2-StudentID**, this should now have **2 folders** in it.

- Your files must be named according to what is described in the sections below

- Anything that is not named correctly will cause you to loose marks.
- Anything that is not shared with your lecturer will result in a zero mark

Task creations

All of your tasks listed below are to be created in Figma (or similar tool).

Task 1: Design Sketches (15 marks)

Create 3 sketches of ideas for your website. The sketches should be for a Desktop layout only and be very low in detail. The idea is to show that you have thought about different layouts for your website.

You will then need to write up a small paragraph (about 100 words) on the decision for your choice. Write the pro's and con's for each design.

Task 2: Low-Fidelity wireframe (25 marks)

Create a low fidelity wireframe in Figma (or similar tool) for every page that you have created in your flow chart of Assignment 1. Account for all the user stories of your assignment 1 brief.

Create designs in 3 different sizes for each page. (mobile phone, tablet and desktop)

Use the following sizes to make your wireframes:

- Mobile Phone (Portrait) 320 x 568 pixels
- Tablet (Portrait) 768 x 1024 pixels
- Desktop (Landscape) 1440+ pixels

Note that this does not cover all sizes for a full design, but it still forces to think of 3 specific layouts for each device.

Task 3: High-Fidelity wireframe (20 marks)

Using the same specifications as from Task 1, create a High-Fidelity Wireframe that shows much more detail of your product. You are able to use colours and writing in this mock up.

You are to use any images on this design that you want to use in your final website.

Task 4: Storyboards (20 marks)

Create a storyboard for 2 sequences of events that can happen on your website. You will need to show the different screens to show the different steps.

You are to show any feedback that is required for the user. i.e. If a mistake is made and the user needs to know about this, then the storyboard should reflect that.

Task 5: Mood Boards (10 marks)

Create a mood board that includes all the colours, fonts and everything related to the "Look and feel" of the website.

The mood board is to be included in the storyboard project.

Any colours used for the high-fidelity wireframes and storyboards need to be included in the mood board.

The colours chosen for this project are final and **cannot be changed** in the third assignment.

Task 6: Submission (10 marks)

- All of your files must be exported as a **Single PDF File** and uploaded to Moodle.

- Update your first assignment with the content of this assignment so that it becomes a single working document.

- Name your files according to this format

TASK-XX-Size_of_device

for example

TASK-01-Mobile
TASK-02-Tablet