# CS 352 Project 1-2-3

# Due on Sunday, end of week 2
# Group Assignment, 30 points

Your mission is to design a substantial user interface, carefully and thoroughly following the methods and principles from CS 352. Guide your efforts by following the PRICPE process.

## Project Ideas

As announced in lecture, any software project with a reasonably big user interface is fine. It can be a project you are involved in elsewhere, or not. HOWEVER, you do need to be able to observe/interview potential users.

I especially encourage you to pick a project for which at least one of your team members has a personal interest or involvement.

## Proposal: (PRICPE)

Due date: See the main class web page.

Your proposal should include the following:

1. Name of team members
2. Project description (what do you want to do)
   - This should include a description of this problem as a USABILITY problem
   - A justification why this is a good/interesting project from the standpoint of there being a reasonable amount of USABILITY work to think about
   - Brief description of the target users
   - What potential users will you have access to (being able to talk to potential users is REQUIRED)
   - Reasons you think you are the best team for this, and why you'll be able to complete this before the end of the term
3. "P": predispositions. (From the perspective of factors that could affect USABILITY, what do you know, what do you NOT know?)

Typical length: About 1-2 pages for parts #1-#2, and two lists with at least 6 non-trivial items in each list for part #3.

Samples from prior terms: Please see the Resources section of the class web page for these.

Note about part #2: If you have doubts about the suitability of your project idea for this class, feel free to ask before the due date, so that you don't waste time developing an idea that I am not likely to approve.

## Grading Criteria for Proposal Parts 1 and 2

*Total of 15 points*

- 1 points: Name of team members
- 4 points: Description as a USABILITY problem
- 4 points: Justification of why this is a good/interesting project from the standpoint of usability
- 2 points: Description of target users
- 2 points: What potential users will **you have access to** (being able to talk to people who could be potential users is REQUIRED)
- 2 points: Reasons why you think you are the best team for this, and why you'll be able to complete this before the end of the term

## Grading Criteria for Proposal Part 3

*Total of 15 points*

- 1 points: Do you actually KNOW what you say you know?
- 12 points: At least 6 examples of knowing or not knowing non-trivial usability/user-related issues.
- 2 points: Completeness, did you miss any critical usability/user-related issues?