COMP3511/9511 – Human Computer Interaction

Final Group Presentation 2021

Week 5 in Tutorials

The presentation is worth 8% of the Assignment 2 mark *(Each group member needs to present something. You also all need to complete the online peer review for your group.)*

The final presentation is an opportunity for your group to reinforce to others in your class the skills and learning that you have acquired in this course. In most assignment exercises to date, you have been building and refining your skills and experience and reflecting on what you have learned. The presentation is designed to both educate each other based on experiences you have acquired and reflect on what you have learned. We are not looking for a recap of the entire assignment; we are looking for specific examples that support the effectiveness of the user-centred design processes.

Each group is allocated a **strict 15 minute** presentation slot. Your tutor will send you a fifteen-minute time slot (can be anytime within the allocated tutorial time), in which you will be presenting to your tutor remotely. Please make sure that you are ready to present in the lead up to this time slot. Additionally, make sure that everyone on your team presents equally and you share your screen with the presentation slides as you do your presenting. There will be penalties to your final mark for going over the time and at 16 minutes, the tutors will be ending the presentation. In the 15 minutes we recommend the following structure:

Describe, based on examples from your assignment, how the user-centred design processes helped to improve your design. You should use evidence from the usability evaluations conducted.

Use examples of your low-fidelity prototype and issues tables to support your point of view. Your presentation should include the main issues from your final issues table, highlighting one really good example of an issue and how you dealt with it. You should point out changes made and how they correspond to issues. You should also have a full final issues table available to show your tutor in your presentation Teams folder.

You may also consider discussing why some processes did not work for the design project. Discuss how this could be improved by using other techniques discussed in the literature or through techniques that you had come up with to circumvent the problem. If you have discovered a new and alternative technique, then educate your audience.

Reflect on any personal or group discoveries that you made about the user-centred design process. You should reflect on the advantages and disadvantages of the group

problem solving power, also considering the influence of having conducted user research as a group. Highlight the most important learning experience that you have gained from this course to help others better understand the design process. You may use examples from your design diaries to convey such discoveries.

In your presentation, you should have a strong visual presence of what you feel your website/application will be. It should convey the main ideas of your interactive and give a clear sense of what the product does. You can highlight the main functionality using a key path through the system. You can also highlight some user engagement with the interactive as well as any other strengths of your prototype. What we are looking for in terms of assessment:

• Overall ability to communicate and present
• Clear contribution by each group member to the presentation
• Educational value of the presentation relevant to your peers
• Insights that demonstrate real experience with the user-centred design techniques
• Use of evidence from your course assignment work to support understanding of design
• Ability to provide self-critique through reflection
• A clear demonstration of the main issues and how they were/should be addressed
• Ability to stick to the given time limit
• A high-quality prototype with enough functionality to actually test your design
• A strong visual representation of the design
• Reference to the given Postgraduate or Undergraduate audience, and the specific issues and impact on design

Please ensure you all complete the online Peer Review in Week 5. You need to complete the Peer Review to receive an Assignment 2 mark. There will be a link available under the Assignment 2 heading in Moodle in the beginning of Week 5. Failure to complete peer review will result in a minimum 10% penalty to your overall individual assignment 2 mark. It could also result in your failing assignment 2 if it becomes evident that a zero multiplier (equivalent to no significant contribution) could be appropriate.