User-centered Design
COSC 2628
Assignment 2

Assessment Type	Group assignment with individual component. Groups as allocated via tutorials and created on Canvas. Submit online via Canvas→Assignments→Assignment 2. Marks awarded for meeting requirements as closely as possible. Clarifications/updates may be made via announcements/relevant discussion forums.
Due Date	Sunday 4th October 2020, 11:59pm
Marks	15(Group)

1. Overview

The objective of this assignment is to design a prototype for **a mobile** application based on your group's choice of project for assignment 1. This mobile application can either be for the Android or iOS platform. These three projects are based on real world client briefs. **As you will be using data gained in assignment 1 for assignment 2, you cannot change projects halfway through.**

A: Daily Fitness app	B: Medicine reminder app	C: Budget and banking app
Goal: To encourage users to participate and to be more active daily and track their in-gym and remote class participation. Client: A large gym chain.	Goal: To provide users with an easy way to look up different kinds of medicine and track their intake plan. Client: A large pharmacy chain.	Goal: To help users manage their budget, savings and loans, as well as unexpected expenses. Client: A banking chain.

2. Learning Outcomes

Upon successful completion of this assignment you should be able to:
- Analyse users' needs, usability goals and user experience goals of a small-to-medium-sized software application.
- Understand the components of a design plan and apply user-centred design process from requirement gathering to user studies and evaluation.
- Critically analyse usability of sample interfaces and identify key features that make an outstanding user-centred interface, and evaluate the usability of a small-to-medium-sized software application.

3. Assessment details (Group)

Target Users
The university assumes that the main target users are RMIT students who are currently attending classes in campus as well as staff. It is your task to research this and provide structured user groups with their own needs and goals as well as the personas.

Functional Requirements
Based on your findings in Assignment 1, implement **at least four** main features in your prototype. This does not include minor supporting functions such as logging in, registering, log out and changing password. Each feature has to be complete in terms of a critical path based on your key path scenario.

Tips
1) There are multiple ways to fulfill the requirements but look at similar applications to see what worked and what did not.
2) Try not to approach the problem from a technical point of view. Think about what the users want at this stage and how your app would achieve both the client's and the users' goals.

Software tool for prototyping - Figma
Figma (http://www.figma.com) is an online prototyping tool that supports all fidelities and collaborative efforts. To register a free education account, please register using your rmit email address and it will be upgraded from a trial.

For assignment 2:
Figma has a powerful editing set of tools for you to design your interfaces, and it supports many UX libraries around. For example for your wireframes here you can use this: https://www.figma.com/resources/assets/wireframe-kit/
Other options: You can also try Axure, Proto.io or lucidchart.

Deliverable: Design Document
This report is mainly for you to introduce your design and fill it with screenshots and wireframe of your prototype.
Marks will be given for:

1) Introduction (What is this project about? Who are the potential user groups?)
2) At least three example personas and three context scenarios.
3) At least three key path scenarios for a major function with wireframes.
4) List down the features that you have chosen and the reasoning behind it.
5) Elaborate on the design principles and/or heuristics applied when creating your wireframes. They can be in a separate section or annotated/mentioned in your wireframes. Design principles include proximity, opacity, colour and contrast etc.

4. Submission (Group)

You must submit all the relevant material as listed below via Canvas. A group will be available for your team, so any of the members can upload the assignment.

Include a PDF version of your report.

After the due date, you will have 5 business days to submit your assignment as a late submission. Late submissions will incur a penalty of 10% per day. After these five days, Canvas will be closed and you will lose ALL the assignment marks.

Assessment declaration:
When you submit work electronically, you agree to the assessment declaration:
https://www.rmit.edu.au/students/student-essentials/assessment-and-exams/assessment/assessment-declaration

Peer Review: You will be asked to provide a review of your team member's contributions which will further inform the course instructors in assessing the contributions of each team member via https://rmit.sparkplus.com.au/login.php Information will be provided when the peer review has gone live.

5. Academic integrity and plagiarism (standard warning)

Academic integrity is about honest presentation of your academic work. It means acknowledging the work of others while developing your own insights, knowledge, and ideas. You should take extreme care that you have:

- Acknowledged words, data, diagrams, models, frameworks and/or ideas of others you have quoted (i.e. directly copied), summarised, paraphrased, discussed or mentioned in your assessment through the appropriate referencing methods,
- Provided a reference list of the publication details so your reader can locate the source if necessary. This includes material taken from Internet sites.

If you do not acknowledge the sources of your material, you may be accused of plagiarism because you have passed off the work and ideas of another person without appropriate referencing, as if they were your own.

RMIT University treats plagiarism as a very serious offence constituting misconduct. Plagiarism covers a variety of inappropriate behaviours, including:

- Failure to properly document a source
- Copyright material from the internet or databases
- Collusion between students

For further information on our policies and procedures, please refer to https://www.rmit.edu.au/students/student-essentials/rights-and-responsibilities/academic-integrity

6. Marking Guidelines

Please see rubric on the assignment page on Canvas.