

## Software Prototype and Interface Design Project Outline:

### Project Description:

Create a high-fidelity software prototype and interface design. This must be a working prototype (not static) with multiple (teams of 2 members: at least 6; teams of 3 members: at least 8) working functionalities/features. In addition, you will work on the design of the frontend interface. Correctly apply all of the knowledge you have gained during the semester, with the goal of designing for a positive user experience.

This is a team project. **Each team member is required to work on BOTH the interface design and the working functionality.** Tasks must be divided equally.

Students may choose to use any software to create their projects, as long as it meets ALL of the assignment and course requirements. Suggested options will be discussed in class. Students may also choose to write code.

### ● Project Idea Presentation:

Due Date: September 19<sup>th</sup> no later than 4:00pm on Blackboard

Each team will present their project idea during the class session. **(Total time is 3 minutes for teams of 2 members, and total time is 5 minutes for teams of 3 members)**

**Each team member is required to speak for approximately the same amount of time.**

Each team should present two slides:

- The first slide should list all the working features and functionality of the project.
- The second slide should show a visual representation (ex: sketches) of a preliminary idea for one page/screen of the interface.

### Submission Instruction:

Submit in a zipped folder with **all team members first and last names** as the folder name.

### Grade Breakdown:

Presentation – 20%

Completeness of Idea – 40%

Slide1 – 20%

Slide2 – 20%

- **Project Demo, Video, and Document:**

Due Date: December 5<sup>th</sup> no later than 4:00pm on Blackboard

**Demo:**

Each team will present a demo. The demos will be structured as follows:

- Each team member will comprehensively present aspects of the project that they worked on. **(Total time is 5 minutes for teams of 2 members, and total time is 7 minutes for teams of 3 members)**
- The remaining 5 minutes will consist of questions from me, your instructor. You will demo aspects of the project as I ask questions about them.
- You are required to be showing the final completed project during the entire demo (no slides, only the project).

**Grade Breakdown:**

Presentation of Demo – 10%

Functionality – 30%

Interface Design – 35%

Individual Work on Project – 25%

**Video and Document:**

Each team will submit a screen capture video of the project. **(Total time is 5 minutes for teams of 2 members, and total time is 7 minutes for teams of 3 members.)** Carefully, slowly, and comprehensively show all aspects of the project. You may include voice over narration, or text subtitles if it will help to explain aspects of the project.

In addition, turn in a one page (.pdf document) brief description of your project. Include knowledge you have gained during the course. **Do not submit more than one page.**

**Submission Instructions:**

- The full names of each team member should be written on the .pdf document.
- Submit the files in a zipped folder with **all team members first and last names** as the folder name.

Grade Breakdown (Video):

Video – 50%

Complexity of Application of Learned Knowledge – 50%

Grade Breakdown (Document):

Project description – 30%

Outline of what users can do – 30%

Description of intended user experience – 20%

Complexity of Application of Learned Knowledge – 20%

*Once this project has been launched you will be expected to follow up with your instructor for feedback during class sessions.*