Project Guidelines

Now that you've formed your group and know your members well, you need to work on a final group project for this course.

- The project weightage is **30%**.
    a. 10% Presentations upto Mid Sem (deadline will be after the mid-sem exams)
    b. 10% Presentations upto End Sem
    c. 10% End Term Compilation of the entire process woven into a Final Presentation -
- The topic for your project should be chosen from the list below.
    a. Social issues
    b. Health issues - Physical / Mental
    c. Children & Geriatric issues
    d. Hunger / Poverty / Homeless issues
    e. Environment issues
    f. Educational issues
    g. Economic issues
    h. Cultural issues
    i. Interpersonal relationships
    j. Gender issues
    k. Political issues
    l. Criminal issues
    m. Technological issues

All Group Assignments will be on the Final Project Topic.

NOTE: The project's design process and the final solution should involve interaction design (ID), user experience (UX), human computer interaction (HCI) and other design principles and processes (like design cycle, double diamond of design, etc.) and requirement gathering techniques that you have learnt in this course.

You should follow these steps to go about the project. It will be evaluated on the basis of all these criteria.

1. **Problem Definition and Identifying Stakeholders:** Clearly define and identify your problem through a problem statement. Identify the stakeholders for your problem. Write about each stakeholder's role around the product. You've to cover the following points:
    - Define the problem.
    - Background of the problem and Motivation.
    - Stakeholders and their role.
    - What other products exist which are trying to solve similar problems?

- Limitations of current products
- How could/would your solution be novel?
- Challenges you'll face.

2. **Requirements Gathering:** Gather user requirements and collect data using relevant data collection methods taught in class (surveys, interviews, FGDs, etc.). Follow proper procedure (questionnaire forms, consent forms). Collate and analyze your findings and present them in a concise and accurate manner.
3. **Ideation and Low-fi Prototyping:** Brainstorm and identify possible solutions to your problem statement. Narrow down to one solution (give reasons why the chosen one was better than the others) and create low fidelity prototypes for this solution. You can push the boundaries of feasibility while thinking of the features. The features you want to implement may/may not be implementable immediately but over the span of a few years. What you are doing right now is proposing and not developing.
4. **Hi-fi Prototyping:** After identifying possible shortcomings and opportunities through your low-fi prototype, build and improve on your idea and present a final high-fidelity prototype of your solution. Use prototyping tools like Figma or Adobe XD to create interactive, high-fidelity prototypes that reflect your final solution.
5. **Evaluation:** Get your prototypes evaluated by the users using relevant evaluation methods. Define a clear evaluation criteria for your solution. Iterate on the design after analyzing the feedback received. Keep in mind the iterative nature of the design cycle. Clearly show how the user feedback was incorporated into the final prototype.

Project Deliverables:

1. You are expected to present and articulate all of your findings and steps followed (as listed above) in the form of a **PROJECT REPORT**.
   Clearly outline the different sections in the report.
2. You are also required to make a 2 minute **VIDEO** (1 minute for explaining the problem and idea, and 1 minute for showing the high-fidelity prototype)
3. Also submit your final **high-fidelity prototype** (figma or Adobe XD file) 4. You need to mention the **individual contributions** of all the team members in the report. If students do not contribute to their projects then we will not give them marks. Note:

1. All submitted files, including reports, demo, and code will be considered for evaluation.
2. All institute plagiarism rules apply, if any plagiarized content is found we will give 0 marks.
3. Only one member of the team needs to submit all the deliverables. Mention this name in the sheet below under the "Project Lead" column. The student who will be submitting the report needs to show it to all group members before submission.
4. Submit the project report as a pdf version of a doc and not ppt.

Deadlines

First Deadline: Mar 20, 2022

Deliverables: Problem Definition and Identifying Stakeholders; Requirements Gathering

Deadline	Deliverables
Mar 20, 2022	Problem Definition and Identifying Stakeholders; Requirements Gathering
Mar 31, 2022	Ideation and Low-fi Prototyping; Hi-fi Prototyping; Evaluation Plan
Apr 15, 2022	Everything up till now, Evaluation results and iterative improvements.

A report has to be submitted with each deadline. You can keep updating the same report as the project progresses.

Video presentation has been submitted with only April 15 Deadline. The teams would also present the videos on Apr 16, 2022 in class followed by a Q&A session.

Project report guidelines:

The project report should be in ACM CHI format done in Latex. The template can be found here.

Abstract: This section should include the summary of the whole report including motivation, problem, challenge, and solution.

Introduction: This section should include the detailed summary of the whole report including motivation with example, problem definition, target users, existing challenges, existing solutions, and your proposed solution.
Methodology: Discuss the following in detail with figures, examples, graphs, explanation, etc. whichever is required.

Step 1: Problem Definition and Identifying Target Users: Clearly define and identify your problem through a problem statement. Identify the target user group or stakeholders for your problem.

Step 2: Requirements Gathering: Gather user requirements and collect data using relevant data collection methods taught in class (surveys, interviews, FGDs, etc.). Follow proper procedure (questionnaire forms, consent forms). Collate and analyse your findings and present in a concise and accurate manner.

Step 3: Ideation and Low-fi Prototyping: Brainstorm and identify possible solutions to your problem statement. Narrow down to one solution (give reasons why the chosen one was better than the others) and create low fidelity prototypes for this solution.

Step 4: Hi-fi Prototyping: After identifying possible shortcomings and opportunities through your low-fi prototype, build and improve on your idea and present a final high-fidelity prototype of your solution. Use prototyping tools like Figma or Adobe XD to create interactive, high-fidelity prototypes that reflect your final solution.

Step 5: Evaluation: Get your prototypes evaluated by the users using relevant evaluation methods. Define a clear evaluation criteria for your solution. Iterate on the design after analysing the feedback received. Keep in mind the iterative nature of the design cycle. Clearly show how the user feedback was incorporated into the final prototype.

Analysis and Future Work: You need to discuss different observations, takeaways points, from your survey, prototypes,
limitations of your proposed solution, and future work.

Conclusion

References: Add all references here. Kindly acknowledge these references in your report wherever is possible/ required in above-mentioned sections