CS352 Project 9 (Final Prototype) Group Assignment

Recall that 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.

Final Prototype

Your final prototype will be graded on the strength of connection between usability design principles and your users with the decisions you made. Be sure to include plenty of justifications from all design principles, feedback you've received from your instructor and from the Interactive Design Galleries, your analytical work, and your empirical observations. That is, the more justification for each design decision based on HCI principles and the user observations and evaluations you have done this term, the better your grade.

Your final prototype and document will be similar to what you created for Interactive Design Gallery #2, but it should be 100% complete. Please include the following items in the final write-up:
- The brief summary of the problem you are trying to solve and what kind of users you're targeting.
- A storyboard of your high-fidelity prototype. This can be a flowchart of how screens flow throughout the interface.
- The interactive PDF or link to an interactive prototype. You can post this somewhere (like Google Drive) and link to it from the document, if needed.
- For the design decisions you have made, include a written justification of each of the design decisions as they have ended up in this prototype. You can base some justifications on general usability principles. Feedback from your instructor and from your peers in the Design Galleries is also a good source of justifications. The majority of your justifications should be based on your particular population and your user research and evaluations.
- A very brief list itemizing what you changed after Interactive Design Gallery #2 and why.

In your report **please provide a brief description of who participated** and how the work was shared. In particular include the name(s) of any group member(s) **who did not contribute to the work**. The grader will assign a different grade (usually a 0) for their lack of participation.

Grading Criteria for Final Project
Total of 50 points

- 2 points: Description of problem and target users
- 24 points: Prototype (interactive PDF or link to an interactive prototype). Graded on (5 points: clarity, 5 points: a clean, attractive visual appearance, 7 points: consistency with usability principles, and 7 points: appropriateness to your target users.) 50% penalty if the prototype is obviously incomplete for the task it's supposed to support.
- 30 points: Justification of design decisions:
    o 6 points: justification based on design principles,
    o 6 points: justifications based on feedback from prior feedback (comments on grading, ALL interactive design galleries, etc.),
    o 6 points: justification based on analytical work,
    o 6 points: justifications based on empirical work

Note: Make sure to include participation report at the end of your project document:
-2 points if the group fails to add the participation report.