

Semester Course Project Index – Human-Computer Interaction (HCI)

1. Introduction

- Overview of the project, its relevance to HCI, and the problem it aims to solve.

2. Literature Review

- Summary of existing research, theories, and technologies related to HCI and the chosen topic.

3. Project Objectives

- Clear goals and expected outcomes of the project.

4. User Research

- Methods used to understand user needs (e.g., surveys, interviews, personas).

5. Design Process

- Description of the design methodology (e.g., user-centered design, iterative design).

6. Wireframes and Prototypes

- Visual representations of the interface, including sketches, wireframes, and digital prototypes.

7. Usability Testing

- Testing procedures, feedback collection, and analysis of user interactions.

8. Implementation

- Technical details of how the project was built (tools, platforms, languages used).

9. Evaluation and Results

- Metrics and criteria used to evaluate the success of the project, including user satisfaction and performance.

10. Challenges and Limitations

- Discussion of obstacles faced during the project and areas for improvement.

11. Conclusion

- Summary of findings, reflections, and future scope of the project.

12. References

- List of academic sources, articles, and tools cited throughout the project.

13. Appendices

- Additional materials such as raw data, survey forms, or extended diagrams.