**Introduction:** An explanation of the problem and the objectives of the project. It is very important to give a clear description of what the project is actually intended to do, preferably in non-technical terms.

- What ICV is a why is causes problems? (layman's terms)

- What ICVGoggles is/will be

- How ICVGoggles intends to solve some problems proposed (ASK: is it *just* about designers or the whole populations problems we are trying to solve?

- Small bit on who I am and who David Flatla is

**Background:** A review of relevant literature and any similar products. The project should be placed in a wider context and this could include the scientific, technical, commercial, social and ethical context.

-Literature reviewed (ECVD papers?)

-Similar products (apps, tablets + phones, explore their weaknesses)

-social context of ICVgoggles (uses in the wild, designers, parents)

-scientific context (learning about ICV practically)

**Specification:** A specification of the problem and an explanation of how the student arrived at this specification. An initial work schedule including an overall project plan with time-scales, deliverables and resources. If using agile development, a prioritised product backlog.

-What the problem is

-Project plan

-work schedule

-deliverables (small milestones proposed in gantt chart)

**Design:** This should include the design method, design process and outcome. Design decisions and trade-offs should be described e.g. when selecting algorithms, data structures and implementation environments or when designing for usability.

-Design decisions and trade-offs (no personalised?)

-Design method

-Design process

- Designing for usability?

**Implementation and Testing:** A description of production, testing and debugging. A demonstration (or even a proof) that the specification has been satisfied.

-Production (use of davids app and help from that code)

-Testing - testing during production, methods used

-debugging - process of debugging during development

- proof it works (images before and after ICV applied)

**Evaluation:** Usability should be evaluated with a description of the user-centred design methods employed to produce a usable product, including rapid prototyping, usability methods, results and re-designs as appropriate. Other relevant criteria such as accuracy and computational efficiency should also be employed for evaluation as appropriate.

-prestudy interviews, main testing (plates and exploration), questionairres

- analysis of results, methods used

-evaluation of results

-usability

-accuracy\*\* (important!)

[Sprints: If you are employing agile methods, the three topics above (Design, Implementation and Testing, Evaluation) should be incorporated into each sprint, with evaluation normally being the sprint review.]

**Description of the final product:** A clear description of what the final product looks like and what it does. This is vital but often neglected.

Full description of final product, well worded and should NOT be neglected

**Appraisal**: A critical appraisal of the project indicating the rationale for design/implementation decisions, lessons learnt during the course of the project and an evaluation (with hindsight) of the final product and the process of its production (including a review of the plan and any deviations from it).

-Rationale for design

-Rationale for implementation decisions

-Lessons learnt

-Evaluation including hindsight

**A description of any research/hypothesis**

**Summary and Conclusions**

-Summary of project

Conclusions:

Qualitative evaluation, qualitative (IF DONE) evaluation, personal feelings on project and how it went

**Recommendations for future work**

-Mobile ICVGoggles (garreth said a battery back pack, possible?)

A copy of the mid-project progress report should be included.