DOUGLAS COLLEGE – Fall 2025

CSIS 3375 – UX Design in Web and Mobile Applications

Your project will be considered as a PLAGIARISM if:

1. The project is similar to the work submitted by other students within the same term, other terms or other sections.

2. The project is similar to any work found on the Internet or any other sources.

Project resulted from plagiarism will receive a ZERO mark and the students associated with the work will be reported to the Dean office for academic dishonesty case.

AI Tools

I encourage you to use AI tools in your project. However, every AI tool you have used for any aspects of the project must be documented in the report and in the presentations (provide specific details on what tools you used, and the purpose of each tool used).

Every report must include an AI section. It should contain 3 things:

1. ***Table of AI Tools and Specific Use:*** *It must contain a table showing tool name (with version number, and account type i.e., free vs. premium), and the specific use of the AI tool (e.g., Loveart AI, starter account free trial, Used for creating app LOGO).*
2. ***Value Addition:*** *What value did you add over and above what AI did for you.*
3. ***Appendix:*** *Prompt history must all be saved in the appendix*

The course outline and the learning outcomes for CSIS 3375 can be seen in the course outline posted by the instructor. This document outlines the overall goals of the project with specific deliverables that need to be submitted/presented along the entire term.

THIS COURSE PERFORMANCE IS EVALUATED THROUGH OUT THE TERM and the student is expected to be putting work towards this course from week 1 until the very end. Work not completed, documented and communicated on an ongoing basis will result in loss of points.

Student will work in a team of TWO. You will choose your own groups. If you are a team of THREE you may be asked to split into groups of TWO if there is more groups of THREE. You must discuss your ideas and clearly outline work proposal for each student (it must be clear what each person is doing that is different from one another within the team). Your performance and grade may be affected by your team. Each student in the team may get different grades depending on the depth, consistency and complexity of your contributions.

Expected Hours

Each student is expected to put in **at least 60 hours towards the project through out the term**. This time may likely be more depending on your project needs, skill-level and any other issues that might arise in an open-ended project. Your work logs (see deliverables in progress report, midterm report and final report) must reflect this amount of time.

Project Goals

You will be DESIGNING a full-fledged prototype in FIGMA for a novel app with high utility providing a transformative experience to the user. **THIS IS NOT A CODING PROJECT.** You are creating a hard coded prototype in Figma prototype. The goal is to come up with a novel idea with high utility based on market background research, and identify the unique transformative experience you would provide for the user. Then, you will adhere to and apply design process discussed in class to create the prototype for this novel app.

Choosing projects

The project idea can be any idea that excites and interests you as long as it is:

- It is a novel, marketable app – it has high novelty and utility compared to market competitors.
- It provides a unique, transformative experience for the user

Note that the end deliverable of the prototype is **not just novel** in terms of User Interface but provides unique utility and experience. Also, I want teams to be ambitious, creative and think outside the box. If your prototype can be easily programmed with your CSIS 3175 knowledge alone, the prototype is not ambitious enough in terms of UI/UX user experience.

Deliverables and presentations for this course.

Dates and deadlines for these deliverables.

1. **Team Composition – Sep 19, 11:59PM:** You need to Form Teams of 3 before Jan 20. If you are in a team of 2, I may add a 3rd member in case someone is looking for a group. Each team will choose a team lead, who will be responsible for all group submissions.

2. **THREE PRELIMINARY IDEAS: Three vetted ideas presented to Priya on Zoom meeting - Sep 29, 11:59PM:** Each person in the team comes up with a novel app idea (based on above criteria). Email Priya CCing all members in your team with your availabilities for a zoom meeting with Priya. You needed to have met with Priya to discuss your ideas by the deadline.

3. **Finalize Idea:** Finalize one of the three ideas based on instructor input. Come up with a name for your App. This is the AppName.

4. **GitHub Repo – created by Oct 5, 11:59 PM:** All work logs and reports must be uploaded on A Github Repo. REPO NAME MUST BE done with the term, course, section and group number of your team (Term#_3375_S#_G#_AppName). For e.g., if your team's app name is BuyIt, and you are in section 1 and your group is 7, then the repo name would be F25_3375_S#_G7_BuyIt.

   All Github Project repos must have a **README** describing the project and team, a folder called **ReportsAndDocuments** for all the reports, work logs and documentation. You may create any other additional folders/files as needed. **Misc** folder containing any other files or folders needed for your team or project is optional. **You must add the instructor (kandhadaip@douglascollege.ca) as collaborator on the GitHub Repo.**

5. **README File – Oct 5, 11:59 PM:** Readme file is created in the repo. It outlines the course, section number, group number, app name, student names, student ids and email ids for the project. **This must be created at the time the GitHub Repo is created, and must be updated periodically as needed.**

6. **Project Proposal – Oct 5, 11:59 PM: JOINT SUBMISSION** – Must be submitted on blackboard by the team lead. The proposal must also be checked in to the GitHub Repo under ReportsAndDocuments. See Proposal Template for details.

7. **Progress Reports (2 total): INDIVIDUAL SUBMISSION** – Must be submitted by EACH STUDENT INDIVIDUALLY IN A TEAM. See progress report template document for details. Progress report must reflect nature of work done, dates and hours of work put in each day. Individual Progress Report must be submitted via blackboard and checked into the GitHub Repo under ReportsAndDocuments.
   Progress Report 1: due Oct 24, 11:59 PM
   Progress Report 2: due Nov 14, 11:59 PM

8. **Requirements Document** (Requirements gathering and generation document) **– Nov 2, 11:59PM**: **JOINT SUBMISSION:** Must be submitted by the team lead on blackboard. The Requirements document must also be checked into the GitHub repo under ReportsAndDocuments. Requirements Document template will have more details.
   a. **Requirements Gathering – USER STUDY 1 (at least 10 participants for survey, fewer if doing an interview with script)**
   b. **Requirements Generation**

9. **Prototype (Nov 2, 11:59 PM): In Figma, create main workflow of the prototype with a name F25_3375_S#_G#_AppName.** Add the instructor (kandhadaip@douglascollege.ca) as a **collaborator** to the project. It is optional to create a team. If you create a team, the team must be named with the same name

F25_S#_G#_AppName, and add instructor as a team member. All other work flows within your project can be named misc or anything else but the main workflow must be named with the correct naming convention.

The prototype you will design in FIGMA a full-fledged prototype in FIGMA for a novel app with high utility providing a transformative experience to the user. **THIS IS NOT A CODING PROJECT.** You are creating a hard coded prototype in Figma prototype with screens and user gestures/interactions in the prototype. Each screen has full color, with appropriate sample text, images. Where there are multiple items on a screen, you will show 3 to 5 items on the screen as a sample. And you will hard code the end to end interactions for 1 to 2 items so that you get a good idea of what the prototype will look like. **Complete the PROTOTYPE by Nov 19.**

10. **Prototype Evaluation:** While you complete the prototype, create the user study survey for prototype. After the prototype is complete, you will conduct **USER STUDY 2** with a new set of users (at least 5 participants) who experience your protoype, and answer a specific survey regarding user experience with your prototype. Note that this USER STUDY is different than the earlier one with a new set of users, new survey. Complete this and obtain results by **Nov 24**.

11. **Project Final Report – Nov 27, 11:59 PM: JOINT SUBMISSION**– Must be submitted on blackboard by the team lead. The final report must also be checked in to the GitHub Repo under ReportsAndDocuments. See Final Report Template for details.

12. **FINAL DEFENSE and DEMO IN-CLASS – Last Lecture Day**: As a team, you will be doing a final defense and demo of the prototype. More details on duration and format will be released.

Should you have any questions on the deliverables or format of the course, feel free to email Priya at kandhadaip@douglascollege.ca.

Additional Resources:

Example of technical writing report
https://ias.ieee.org/wp-content/uploads/2023/06/2020-01-16_IET_Technical_Report_Writing_Guidelines.pdf

Writing Resources from Douglas College
https://library.douglascollege.ca/learningcentre/writing-resources

Guide for writing email to faculty/professor
https://writingcenter.gmu.edu/writing-resources/different-genres/sending-email-to-faculty-and-administrators