**Graduate Project Fall 2021**

SFWRENG 4HC3 6HC3 | COMPSCI 4HC3

**Wind Turbine Interface**

**Weight: 10%**

**Description:**

Create a User Interface in VR for a Wind Turbine

**Persona:**

Engineers who are being trained to operate the user interface of a wind turbine engine.

**Scenario:**

Graphical user interface, diagram

Description automatically generatedEngineers are being trained off-site in Virtual Reality. The intention is that once trained in Virtual Reality, they will be able to control the User Interface on site. The actual on-site interface can either consist of a physical interface or a virtual interface. Please choose accordingly. The requirements for the onsite UI are as follows:

A link to the actual article is provided on Avenue

**Requirements**

**Part 1:**

**Option 1: Paper Video Prototype**

Create a paper prototype of the VR interface. Record a video of your paper prototype explaining any details that you feel are necessary

**Option II: Visual Tools**

Create a prototype using any visual design tools. Record a video of your prototype explaining any details that you feel are necessary

**Part II: Report**

Write a brief report explaining your design decisions. Make reference to Norman’s Design Principles, along with any other relevant HCI principles that we have discussed in the course

**Report Length:**

Time New Roman, 12-point font, double spaced

Approx 3 -6 pages

**Due Date:**

Due dates will be posted on Avenue

**Submission:**

Via Avenue

**Grading**

Assignments will be assessed on the following criteria:

* Timely submission
* Answering all the sections in the report
* The overall quality and submission of your work
* Your explanation of HCI principles
* The actual paper prototype along with your explanation
* Grades may be deducted for assignments which are poorly written. Please check your spelling and grammar