Name: _____   Date:_____

Term Project – Peer Review #1

Objectives

Part 1 – Self-Introductions

Part 2 – Peer Review

Background/Scenario

Designing a user interface should rarely be done solo. It is always important to work with others and get feedback because everyone's usage and workflow will always be different.

Here, you will get a chance to have your Term Project be reviewed and be given suggestions on how to improve your design. This also goes both ways, you will also have the chance to review your fellow student's projects and provide feedback for their projects as well.

Required Resources

- Two Peers
- Term Project Proposal
- Term Project Requirements
- Mock GUI Design
- Microsoft Word

Part 1: Self-Introductions

Introduce yourselves. Just because you can see each other's names on their Zoom portrait, doesn't mean you should skip introductions.

Introduce your Term Project Proposal. Pretend you are presenting to the company's board of directors and you are trying to secure funding for your project.

Explain your project's:

- Name
- Attention Hook
- Summary
- Why you chose it
- Target Demographic
- Platform you will be programming for

Next, show your Mock UI and walk through an example scenario of intended usage. Don't forget to explain if certain parts can branch to other scenarios and revisit the branches.

Explain any Functional Requirements that pertain to the UI.

Ask for any clarifying questions.

Part 2: Peer Review

After the presentation, the company board members, will now mutate into the presenting project's target demographic.

You will now walk your target demographic through the questionnaire and receive feedback on any UI design points.

Peers

Create a new Microsoft Word document with your name as the reviewer and the project name and presenter of the project you are reviewing.

Using the Mock UI as a base, suggest changes which you think that either you or the target demographic would benefit from. You can either draw changes directly on the Mock UI or redraw it.

Remember to take into consideration the Behavioral Patterns.

Think of (at least) three suggestions for UI design improvements. Remember, designing user interfaces is like art class, no one's design ideas are necessarily better than anyone else's. But suggestions allow us to learn from other people's points of view.

Discuss your changes with the presenter. Explain why you feel this could improve the UI and have them explain why they decided to make the UI that way.

This should be similar to what we were doing for the In-Class Activities for the past two weeks.

Thank the presenter for presenting and don't forget to compliment them on what an amazing project this will turn out to be.

Make sure to keep a log of your changes and UI suggestions in your Word document.

Once you are finished, switch roles with another and repeat.