

## COMP 402 - Spring 2016

### Final Course Assessments - Design Project Report

#### **Design Project - 50%**

This assessment requires the development, publication, and demonstration of an online DH/educational resource.

It should use and build upon the latest version of the 402framework, which is available on the course [GitHub](#) account.

#### **Project Requirements**

##### *Basic*

- an online DH/educational resource for any age or considered target audience
- free choice of content and material
  - please contact me if there is any doubt concerning suitability of chosen material
- organisation and logic of presented content
  - places, user flow, taxonomy, metadata

##### *Additional*

- coding is important - try to make it work
- document all code changes and additions
- user instructions

#### **Report outline**

Your written report must clearly define and outline your personal contribution to the above requirements, relative to your group's chosen project.

A suggested outline for such a report is as follows,

- Table of Contents
- List of Participants
  - include full name, and defined role in the project
- Abstract of the Project
  - a brief introduction on the project material, content, and target audience
  - outline your project's significance to the humanities or target educational group
- Project Narrative
  - goals, aspirations for the chosen project
    - in effect, what are you trying to achieve with this project, its material, organisation...

- outline its features relative to other similar projects, effectively defining its innovation
- Data design
  - detail content and material selected for this project
  - outline its structure and organisation
    - this might include an overview of your chosen taxonomy and associated content metadata
    - how was the data stored in the project?
  - outline data structure usage within the project, which might include
    - useful global data structures
    - important internal data structures
    - any relational or contextual data
- Architectural design
  - outline how new components interact with the framework
    - eg: any new controllers, formats, views, plugins...
- Component-level design
  - detail your new framework components and how they work
    - includes any new controllers, formats, views, plugins
  - for each component we may consider
    - processing narrative - should describe the responsibilities of the component
    - component interface - includes a detailed description of the input and output interfaces for the component
    - component processing - consider algorithms used and required by each component, and then describe their implementation and usage
- User interface (UI) design
  - include a description of the user interface design chosen for your project's publication. For example, we might consider
    - screen images to detail UI elements, places, interaction concepts, user flow...
    - user interface components - chosen components for the design and implementation of the UI. This should also include any reusable components, such as menus, forms, places...
    - user interface actions and processes - consider actions and processes used by the interface, and their relation to the framework and the project
      - eg: this might include a description and outline of mouse actions, handling forms, general interaction options...
- Restrictions, limitations, and constraints
  - outline any known special design and implementation concerns or issues that you encountered during the development of your project
  - outline known limitations with your project, including content, usage, target audience, interactions...
- Conclusion

**NB:** this report is due by 4.15pm on Wednesday 4th May 2016. Please email me a PDF copy at [nhayward@luc.edu](mailto:nhayward@luc.edu).