

## **COMP 441 - Spring 2016**

### **Final Course Assessments - Demo and Report**

#### **Demo & Report of Final Assessment - 35%**

This assessment requires the design and development of a new interface for an existing computing product, service, application, tool or publication.

It has been perceived as the logical conclusion to the ongoing research, development, and testing that you have conducted throughout the semester. This work has been showcased to date in the presentations and work posted each week to the course's Trello group.

Therefore, this report is an opportunity to outline a detailed summary of the research and work conducted throughout the semester towards your project.

#### **Report outline**

Your group's written report must clearly define and outline each member's contribution to the final course assessment, relative to your group's chosen project.

A suggested outline for such a report is as follows,

- Table of Contents
- List of Project Participants
  - include each member's full name, and defined role in the project
  - outline member's contribution to the project
- Abstract of the Project
  - a brief introduction on the original chosen application/product (where applicable)
    - brief outline
    - its good and bad features
- Project Narrative
  - goals, aspirations for the chosen project
    - in effect, what are you trying to achieve with this project
    - what did you want to improve, change, add to your chosen project/application?
  - outline its features relative to other similar projects, effectively defining its innovation - how does your chosen product/application compare to the competition?
- Design considerations
  - outline your project's consideration for the following
    - perception relative to chosen colours, contrasts and themes
    - positive highlighting and focus

- users and interaction with your product/application
  - users and mental models - including promoting better memory retention and recall (design for memory)
  - reducing cognitive load - including the concept of flow
  - gamification, simulations, tutorials, practice...
  - processing of visual information - including your chosen pattern
  - application of chosen Gestalt laws - including which ones, why, and how they've been applied
  - usability in the interface and interaction design - including Norman's set of basic design principles and concepts
  - users and differing application skill levels and aptitude, competence...
  - interaction concept and style - including a common interaction framework
  - information architecture
- Design and specification
  - outline your project's design steps and considerations
    - this may include mockups or prototypes that you've developed
- Testing and iterative design
  - how have you tested your product relative to the following considerations
    - colour schemes, contrasts, and colour blindness
    - positive highlighting and focus
    - quantifying cognitive load (eg: KLM-GOMS model...)
    - selecting goals for usability
    - desirable metrics for usability testing
- Restrictions, limitations, and constraints
  - outline any important restrictions, limitations, and constraints you encountered whilst researching and developing this project
- Conclusion

This is a suggested outline, and not intended as a definitive list of points to cover. You will need to tailor your report to fit your project's chosen product/application.

**NB:** this final assessment report, and any associated material, is due by 7pm on Thursday 5th May 2016. Please email me a PDF copy at [nhayward@luc.edu](mailto:nhayward@luc.edu).