

COMP 488 & DIGH 402 - Spring 2015

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 - it needs to at least work
- document all code changes and additions
- publish to a repository on GitHub
- 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 29th April 2015. Please email me a PDF copy at nhayward@luc.edu.