Assignment 2: Application Prototype Design

Specifications v3.1

> **Assignment 2 is split into TWO deliverables.**
>
> **Part 1: Design document**
>
> **Submission:**   **Design document PDF**
>
> **Worth:**   **15% of the final mark**
>
> **Due date:**   **11:59pm Sunday 6th May 2018**
>
> **Part 2: Prototype + Report**
>
> **Submission:**   **Prototype Report + Invision prototype link**
>
> **Worth:**   **15% of the final mark**
>
> **Due date:**   **11:59pm Sunday 27th May 2018**

This assignment is a Group Assignment of three to four students per group. You must be in the same group for both Part 1 and Part 2. You do not need to be in the same group as Assignment 1. You will need to create groups on Canvas via your tutor in class.

Objective

The objective of this assignment is to design a prototype for **a mobile** application that provides RMIT students with incentives to commute and participate in club activities. This mobile application can either be for the Android or iOS platform.

The Scenario

The university has approached you to design a prototype application for a student outreach project with these goals in mind:

1) Encourage more students be active in the RMIT community.
2) Provide awareness for student run clubs and events.
3) Promoting cycling and other fitness activities via **gamification**.

Target Users

The university assumes that the main target users are RMIT students who are currently attending classes in campus. It is your task to research this and provide structured user groups with their own needs and goals as well as the personas.

Functional Requirements

These are the required core functions in your prototype:

1) A way to show students upcoming club activities and their details.
2) A way to allow students to register and unregister for activities.
3) A way for students to log their cycling and exercise/fitness times.
4) A way for students to modify their profile and view their status. You can use a dashboard for this purpose.
5) A way for students to view their points/badges accumulated and in progress.

Additionally, this requirement is optional:

1) A way for students to communicate via the app.
2) A way for students to post up quick meet ups.

You can also include any other related functions you can think of. **Remember not to bite off more than you can chew.**

Tips

1) Begin by understanding what are the goals stated by the client. Then start the design framework process like what you have learnt in class.
2) Speak to target users to see what they want or what application do they use to solve similar problems.
3) There are multiple ways to fulfill the requirements but look at similar applications to see what worked and what did not.
4) Try not to approach the problem from a technical point of view. Think about what the users want at this stage and how your app would achieve both the client's and the users' goals.
5) Give your app a name.
6) **Gamification** refers to providing points and/or badges as incentive to the users to encourage specific actions. Examples include loyalty points from supermarkets like Coles to digital trophies awarded to players in Playstation network.
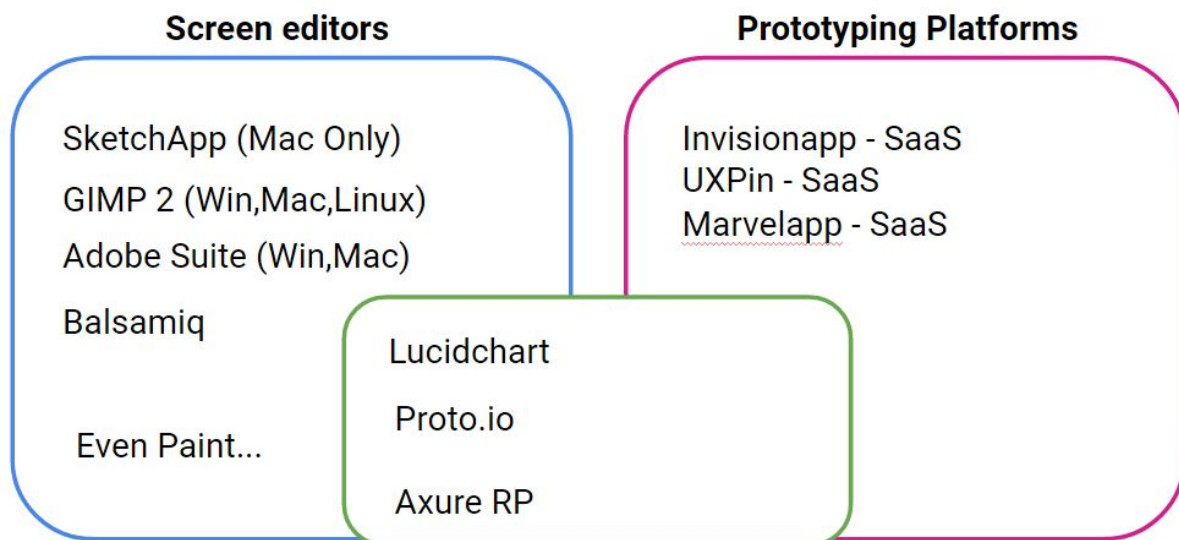
Prototype Instructions

Please go to http://www.invisionapp.com/education-signup and create an account. You can upgrade to an education account by using the code: **56-73-13-19**

Practice with the Invisionapp tool and check out their youtube channel at https://www.youtube.com/channel/UCndfHdRdEiGOyCOgxQ4W9YQ

Important Notes

1) DO spend some time familiarizing yourself with the InvisionApp tool. There are massive amounts of resources online. Here is a link you will find useful: http://blog.invisionapp.com/
2) Please specify the platform you are working on. (iOS or Android)
3) Have a look at similar applications and conduct critical reviews prior to starting your work. This way you can avoid many mistakes made.
4) **Please insert the link to your project on InvisionApp in your PDF submission, preferably in the introduction section.**
5) **There will be a peer review in Week 12, similar to Assignment 1.**

Recommended Tools

Screen editors

SketchApp (Mac Only)

GIMP 2 (Win,Mac,Linux)

Adobe Suite (Win,Mac)

Balsamiq

Even Paint...

Lucidchart

Proto.io

Axure RP

Prototyping Platforms

Invisionapp - SaaS
UXPin - SaaS
Marvelapp - SaaS

Deliverables

Part 1: Design Document (15 marks)

This report is mainly for you to introduce your design and fill it with screenshots and wireframe of your prototype. Marks will be given for:

1) Introduction (What is this project about? Who are the potential user groups?)
2) At least two example personas and two context scenarios.
3) At least two key path scenario for a major function with wireframes.
4) Low fidelity mock ups for one major function. This can be done together with (3).

This document does not have a page limit as to provide you with flexibility on the wireframes.

Part 2: Prototype and Report (15 marks)

The prototype will be based on your project file residing in the InvisionApp website. Marks will be given for:

1) Fulfilling the functional requirements brief.
- *Do you have all the features requested? Did you provide examples of user inputs?*
2) Page layout and navigation patterns used.
- *Is the layout suitable to your form factor?*
- *Are you grouping the wrong elements together?*
3) Intuitive design and placing of items.
- *Look at the principle of affordance.*
4) Interactions actually working as intended.
- *Does your prototype provide example inputs?*
- *Does your prototype provide example responses to the correct and wrong answers?*

The **PDF report component for Part 2** will talk about the interactions and patterns used in your prototype. It should contain:

1) Discussion of design patterns used in your prototype. You can include screenshots of your prototype and annotate them in your report.

2) Changes made compared to the design document in Part 1 and the rationale behind those changes.

3) Annotated screenshots of your prototype.

Submission Procedure

Each group needs to complete a peer review in week 12. There are **two** things that are required for you to receive marks for this assignment:

1. You need to submit a peer review of your team. The link to this form will be posted at a later stage.
2. Your name and ID needs to be on the cover sheet of the submission.

If **either** of these two conditions are not met, you will not receive any marks.

You must submit your report via a Canvas after groups have been finalized.

Late Penalties

Late submissions of assignments will be penalised as follows:

Time Submitted after Due Date	Late Penalty
0 to 4:59 minutes	no late penalty
5 minutes to 1 hour	5% off final mark
1 hour to 1 day	10% off final mark
1 day to 5 days	10% off final mark for every day late
more than 5 days	100% penalty (you will get 0 marks)

Plagiarism Notice

Plagiarism is a very serious offence. Any submissions determined to be a result of plagiarism will be given zero marks for that assignment. In the event that a hurdle requirement is not met, this will result in the failure of the course.

Writing Resources

Most of your report should be your own writing: try not to use quotations from your references unless there is something exceptional about the way they express a particular idea. Note that you must attribute original ideas, even when you describe them in your own words.

Your writing must be correctly spelled and grammatically correct, so that it is easily comprehended by the markers: they will not spend extra time to decipher poorly-written text in order to guess what you're trying to say. If English is not your first language, then write mostly simple, straightforward sentences: just say what you want to say, and don't worry about sounding literary or poetic. The following resources would also be useful to you:

- Assistance with English language skills is available from the Learning Skills Unit/Writing Skills.
- Plagiarism: What It is and How to Recognize and Avoid It from RMIT Plagiarism

resources page.

If your written English skills are insufficient or have difficulties formulating a report then we recommend you seek advice at the student information centre.