

# Computer Science 3053

## Human-Computer Interaction

### Group Project Kick-off

This document is meant to serve as a plan for and instructions on how to properly execute a group project for CS 3053 Human-Computer Interaction in the Spring 2016 semester.

## 1 Basic information

1. Groups will constitute 2-3 team members
2. Each group will submit a number of incremental "progress reports", and eventually all final source code and documentation for their completed project.
3. All "assignments" submitted for a grade in the group project should be submitted by **only one** group member to the appropriate D2L Dropbox. This implies a non-trivial amount of planning and diligence on your (the group team members') part to ensure that one and only one group member submit the appropriate information/documents by the associated deadline.
4. Each group will self-select a suitable programming-oriented project from the suggested projects list below, or by submitting a request for a different project. Projects should focus a substantial amount of the work and effort into designing and implementing a new and unique user interface for a software product (i.e. a project with little user interface work which focuses on software functionality and/or architecture is inappropriate for a CS 3053 project).
5. Each group will give an in-class presentation detailing their work during the last week (or two) of class, including a live demonstration or representative screen shots.

## 2 Example Projects

1. A typical chat/forum application that works across multiple platforms (e.g. Android, web, Java desktop application)
2. A polling application like Poutsch or Ranker that works across multiple platforms, and has novel visuals for watching live results
3. An education game meant to teach users basics of how to program simple applications
4. A media player with typical functionality (play/pause, playlists, shuffle, repeat, organize music, cross-fading, etc.)

## 3 First Deliverables

Declare group membership	March 3
Declare group project	March 8
Submit ideas for custom project	March 3
Progress Report 1	March 15