Assessed Exercise

Some Tips

AX First Part

Create a design, explain and justify how it fits to the theme and class topics (Add references if necessary)

(Interactive system design HAS to be multi-modal, CSCW, or infoviz)

Sketch some paper prototypes

Evaluate those prototypes (Heuristic Evaluation, Think Aloud, etc.)

Explain why you used that evaluation method, what users participated?

Explain the results you found, fix the issues, iterate again if necessary

AX Second Part

Implement what the team sketched in the first part

Explain what APIs, software or systems you used to do the implementation

Evaluate the implementation! (Preferably experiment! Don't use the same method as what was used for the first part!)

Explain why you used that evaluation method, what users participated?

Explain the results you found, fix the issues, iterate again if necessary

Common Mistakes

Not explaining why this design was chosen or why is it interesting

Boring idea or design (Please, no vouchers, points, money, coupon type of ideas)

Doesn't match the topics from class

Skipping creating the paper prototypes and going straight to coding

Using the same evaluation methods for both the paper prototypes and implementation (Doing 2 heuristic evaluations, doing 2 think alouds)

Throwing all images into the appendix, report is all words only

No results, explanations or conclusions in the report

AX Grading Scheme

30% for design

20% for implementation

25% for evaluation

10% for demo

15% for overall report

Due Wed 28 Nov 2018 1630 hrs

Online discussion on Slack
Wed 24 Oct 2018 2200 - 2300 hrs