CEN4721c Human-Computer Interaction

Course Project - Preliminary Report

Overview

- 1. Develop a vision.
- 2. Design your solution.
- 3. Evaluate your design
- 4. Implement your solution
- 5. Write Report and Create Video

A. Develop a Vision of the solution	
Develop a vision of your solution. See slides from lecture 07	Grading Criteria:
B. Design Your Solution	
 Design your solution using either low or high-fidelity methods (or ideally both) Evaluate your designs to identify early usability issues. Refine your design 	 Grading Criteria: Completeness Quality of description and findings of informal evaluation. Prototypes should be included as part of the Appendix
C. Implement Your Solution	
Implement your solution from your designs	Grading Criteria Completeness Difficulty of solution

Report Guidelines

- Format must follow the ACM full paper format available here: https://www.acm.org/binaries/content/assets/publications/word_style/interim-template-style/interim-layout.docx
 - Latex templates can also be found here: https://www.acm.org/publications/proceedings-template
- Max 6 pages (excluding appendix)

Paper Sections

Introduction

Describe the problem you are addressing and why it is important.

- Who are your end-users?
- What are you trying to solve?
- Why should people care?

Vision of solution

• Describe your vision

Initial Design

• Describe your initial design and the design decisions you made.

Prototype Evaluation

- Describe how you evaluated your initial designs.
- Describe what worked and didn't work
- Describe any changes you made based on feedback received

Implementation

- Provide implementation details.
- Provide a link to the code repository

Reflection

Include a brief team reflection:

- What have the biggest challenges been so far?
- What are the biggest challenges remaining?
- Any other relevant thoughts or concerns relevant to project advancement, hurdles, or changes?

Video Guidelines

- At least 3 minutes and 5 minutes maximum
- Submit in any common video format (.mp4, .avi, .mov, etc.)
- Video should be an elevator pitch that quickly describes the problem, why it is important, and demonstrates how you have solved the problem. Video should walk through viewer through the interface and demonstrate that it is working.