

Interação Pessoa-Máquina

2024/2025

Final project

Main objective: Design, implementation and evaluation of a user interface for an interactive system.

Description

The user interface design process is an iterative process. Therefore, your interface cannot be created in a single iteration. You will have to develop consecutive versions of your interface, more realistic, correct and complete each time.

You have a lot of freedom to choose the topic of your project. But you must be aware of:

- The project must be of a minimal complexity. An application to play music files will not be sufficient, but if that application includes other innovative functionalities, such as music file browsing and management of music collections, then the project would be more appropriate.
- The user interface must be interactive. A collection of static web pages will not be enough. A “home banking” site with services, such as bank transfer and account management would be better, but it may be difficult to improve on the ones already available.
- Creativity and originality will be considered for evaluation. There are many “home banking” sites or commercial sites, like www.amazon.com, so if you choose an application that falls in a highly explored field, you should care about problems with no adequate solution so far.

Your project may consist of a web application or a mobile application, as long as it is appropriate for the problem you are trying to solve. You may be inspired by the research that you are doing outside the class (e.g. in a research project you are involved in or in a project you are developing for another class) or by problems you face on your everyday life.

Here are some possible ideas for the project:

- Home automation: control for domestic applications.
- Kitchen assistant: an interface to plan the meals, help to cook them and manage the grocery stocks.
- Visit planner: a interface to plan a visit to a physical space (such as FCT Campus or a museum), and to guide the user during the visit, providing information about the space and allowing for other operations, such as room reservation, annotations taking.
- Meeting room schedule: an interface to locate and book a suitable (size, equipment, ...) meeting room.

Your project is divided in two phases, each comprising several stages. Each stage includes certain tasks and it has a specific deadline. Before the end of one stage, the next stage description is provided. Every stage is mandatory and the sequence of stages must be followed. The non-accomplishment of one stage invalidates the full project.

Delivery conditions

The results and reports of each of the stages composing the project ([please see below](#)) should be sent (pdf format), by e-mail, to tir@fct.unl.pt with the subject “IPM_stage_X_Group_NN”. The report files should be named as G_NN_stageX.pdf

The cover page of all your reports should follow this [template](#) and include:

- Project title
- Stage number
- Name and number of all the elements of the group.
- A screenshot representative of your project (when possible)

All the information concerning the project should be available in a project web site created and maintained by each group according to the deadlines.

After each deadline, no delivery will be accepted.

Group size: 4 students.

Project stages

Phase 1

- Stage 1: Project proposal
- Stage 2: User and task analysis
- Stage 3: 1st Prototype (mock-up)
- Testing Day (**mandatory class**)

Phase 2

- Stage 4: Computational prototype
- Stage 5: Evaluation
- Stage 6: Evaluation results and presentation/discussion (**mandatory**)