BSc (Hons) in Information Technology
Year 3

Continuous Assessment Specification Booklet

IT3060– Human Computer Interaction **2023**

1. Assignment 1 – User Research Techniques

1.1 Focused Learning Objectives: LO2, LO4

1.2 Weightage: 15%

1.3 Deadline: On 5th week – 27th August 2023 23:30 (No extensions will be given, submitting to the deadline is an industry best practice)

1.4 Submission: As explained in the text.

1.5 Aim: Identify usability issues of the interfaces on a selected project and refine them using any user research technique.

1.6 Objectives:

    a. Find and select project (web or desktop) individually.
    b. Get into groups with EXACTLY 5 members as you like.
    c. Bring the selected project (web or desktop) by each of the members to the group.
    d. Finalize on one project by discussing with group members.
    e. Take a workload of 3 interfaces by each member, once finalizing a project.
    f. Identify 3 stakeholders from 3 categories according to the project.
    g. Draw 3 personas to represent different stakeholders.
    h. Write a suitable script for contextual inquiry for 3 users.
    i. Take video recordings of the issues pointed by showing the selected project to the stakeholders.
    j. Find at least 10 usability problems while analyzing the videos.
    k. Rate the Usability problems as high medium and low.

1.7 Things to concern:

- Project should have at least 3 interfaces per member.
- Students cannot add new functionality to the selected project, only redesign existing aspects.
- Upload the recorded videos into a drive and make it public.
- Video evidence is needed for all 3 contextual inquiries.

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- Identify at least 5 usability issues in 5 individual interfaces based on the contextual inquiries.
- Student groups who fail to identify 5 usability issues should redo the contextual inquiry by changing the script as required.

1.8 Special requirements:

- Form a group of five members.

    All five members must be in the same lab group. you cannot form a group with students in different lab groups. The maximum number of members in a group is 5. After the registration, we will not accept any changes in between the group.

- The Leader must register your group by providing group information on the given form in Courseweb. (Student id, name, email address, contact number, practical group) on or before 31st July 2022.

1.9 Submission:

    Submit a **group report** on or before the deadline mentioned above. The report should be arranged according to the template given below.

1.10 Report template:

- Maximum 12 pages including the cover page.
- PDF file name: IT3060HCI2021_Assignment1_Group<group number>
- Cover page content: IT3060 Human Computer Interaction, Assignment 1, Project title, Group number, Group name, Group member details.
- Required Group member details: student id, name, workload distribution
- Body of the report:
    - Project Description
    - Alternatives considered
    - User groups identified
    - 3 Personas for selected
    - Usability issues identified by the students
    - Scripts for contextual inquiry for 3 users
    - 3 Video links
    - Usability issues identified based on contextual inquiry
    - Ratings of the Usability problems as high medium and low

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- ▪ Time schedule (Gantt chart)
- References (Not counted into the page limit).
- Appendix (additional diagrams/descriptions/etc. can be included in the appendix and the appendix is not counted into the page limit).
- **NOTE:** Max page number excludes the appendix, which you can include diagrams/descriptions/etc.

1.11 Marking Rubric:

	Criteria	Weightage
1	Identify user categories and create 3 personas	20
2	Identifying usability issues	20
3	Script for contextual inquiry	20
4	3 videos of contextual inquiry	20
5	Identifying usability problems while analyzing the videos and rating the Usability problems	20
	Total	**100**

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	Assignment 1 Marking Rubric	
	Category	**Mark**
1	Identify user categories and create 3 personas	20
1.1	Body of persona (1 x 3)	3
1.2	Psyche (extrovert, introvert) (2 x 3)	6
1.3	Background (Occupation) (1 x 3)	3
1.4	Emotions and attitudes (1 x 3)	3
1.5	Real information (Profile picture) (1 x 3)	3
1.6	Completeness	2
2	Identifying usability issues (2 x 10)	20
3	Script for contextual inquiry	20
3.1	Background description of the user (2 x 3)	6
3.2	Questions to be asked from the user (2 x 3)	6
3.3	Tasks to be given to the user (2 x 3)	6
3.4	Completeness	2
4	Three videos of contextual inquiry	20
4.1	Opening of the interview (1x 3)	3
4.2	Use think aloud protocol (2 x 3)	6
4.3	conducting the interview according to contextual inquiry (2 x 3)	6
4.4	Record screen & facial expression	2
4.5	Duration of the recording(1 x 3)	3
5	Identifying usability problems while analyzing the videos and rating the Usability problems	20
5.1	Five usability issues from 5 selected page (3 x 5)	15
5.2	Rate usability issues (1 x 5)	5
	Total	**100**

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2. Assignment 2 – Low Fidelity Prototyping

2.1 Focused Learning Objectives: LO3, LO4, LO5

2.2 Weightage: 15%

2.3 Deadline: On 9th week – 9th September 2023 23:30

(No more extensions will be given, submitting to the deadline is an industry best practice)

2.4 Submission: As explained in the text.

2.5 Aim: Designing Low Fidelity prototypes for interfaces.

2.6 Objectives:

- Draw 2 variants using sketches per interface.
- Write a justification for each variant with their pros and cons.
- Use ideation techniques to identify the best sketches and justify their selection, narrowing down to 3 best designs per person.
- Write a transcript of the videos.

2.7 Things to concern:

- Per Interface, each member must draw 2 variants using sketches, using pencil or low-fidelity tools, total of 6 variants per person.

2.8 Special requirements:

You must use stationary as required Bristol boards, color pencils, A4 sheets, etc. or a suitable software of your choice. You must justify your choice.

2.9 Submission:

Submit a **group report** on or before the deadline mentioned above. The report should be arranged according to the template given below.

2.10 Report template:

- Maximum 12 pages including the cover page.

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- PDF file name: IT3060HCI2021_Assignment2_Group<group number>
- Cover page content: IT3060 Human Computer Interaction, Assignment 2, Project title, Group number, Group name, Group member details.
- Required Group member details: student id, name, workload distribution
- Body of the report:
  - Video transcript
  - Usability problems
  - Variants of the interfaces
  - Justification of the variants
  - Ideation techniques used
  - How the best design was selected
  - Time schedule (Gantt chart)
- References (Not counted into the page limit).
- Appendix (additional diagrams/descriptions/etc. can be included into the appendix and the appendix is not counted into the page limit).
- **NOTE:** Max page number excludes the appendix, which you can include diagrams/descriptions/etc.

2.11 Marking Rubric:

	Criteria	Weightage
Group mark		
1	Completeness	10
2	Uniformity	5
3	Critical thinking	5
Individual mark		
4	Level of fidelity	20
5	Essential GUI components	20
6	Selecting best interface	20
7	Justification of selecting the interface	20
	Total	**100**

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3. Assignment 3 – High Fidelity Prototyping

3.1 Focused Learning Objectives: LO2 - LO6

3.2 Weightage: 20%

3.3 Deadline: On 12th week – 30th September 2023 23:30

(No more extensions will be given, submitting to the deadline is an industry best practice)

3.4 Submission: As explained in the text.

3.5 Aim: Design high fidelity prototypes

3.6 Objectives:

- Make a video demonstration

3.7 Things to concern:

- Length of the video demonstration should be 10 min. You should not exceed the allowed time.
- Each member must present their contribution by explaining their part in the video demonstration.
- Plagiarism is not tolerated; zero marks will be allocated if the examiner discovers that the work presented is not your own.

3.8 Special requirements:

- None

3.9 Submission:

   Submit a video demonstration and a group report on or before the deadline mentioned above. The report should be arranged according to the template given below.

3.10 Report template:

- Maximum 12 pages including the cover page.
- PDF file name: IT3060HCI2021_Assignment3_Group<group number>

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- Cover page content: IT3060 Human Computer Interaction, Assignment 3, Project title, Group number, Group name, Group member details.
- Required Group member details: student id, name, workload distribution
- Body of the report:
    - Raw prototype files with instruction on how to open them
    - Time schedule (Gantt chart)
- References (Not counted into the page limit).
- Appendix (additional diagrams/descriptions/etc. can be included into the appendix and the appendix is not counted into the page limit).
- **NOTE:** Max page number excludes the appendix, which you can include diagrams/descriptions/etc.

3.11 Marking Rubric:

	Criteria	Weightage
1	Consistency and standards	20
2	Aesthetic and minimalist design	20
3	Address of the usability/ UX Problems	20
4	Completeness and quality of work	20
5	Presentation skills and use of multimedia	20
	Total	**100**

5. CA Marks calculation

Total marks for Continues Assessments (CA)	=	Marks for Assignment_1 * 0.15	+	Marks for Assignment_2 * 0.15	+	Marks for Assignment_3 * 0.2