

# COS70004 User-Centred Design

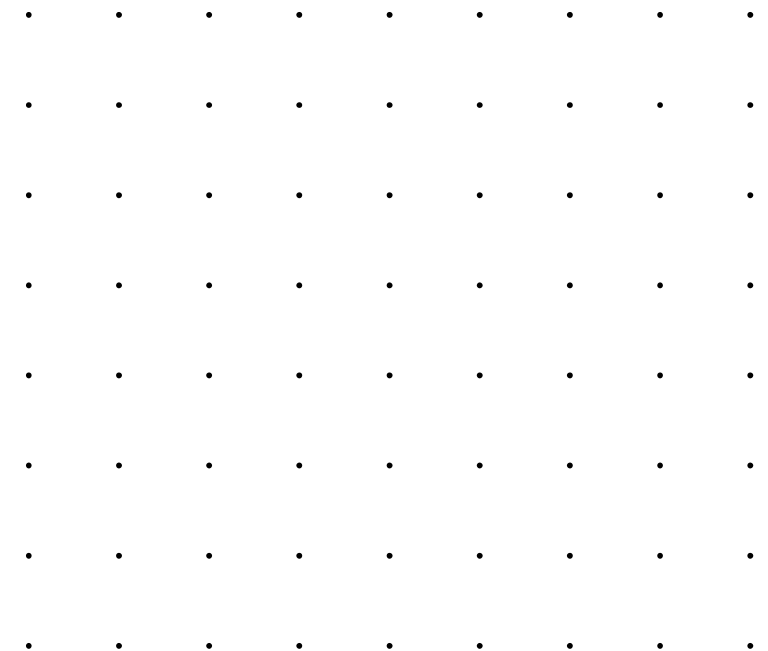
Week 12

## Unit overview and Test Information

What have we learned this Semester?

Assessment information

Unit feedback



# COS70004 User-Centred Design

## Intended Learning Outcomes

Apply an evidence-based approach to software requirements elicitation and specification.



# COS70004 User-Centred Design

## Intended Learning Outcomes

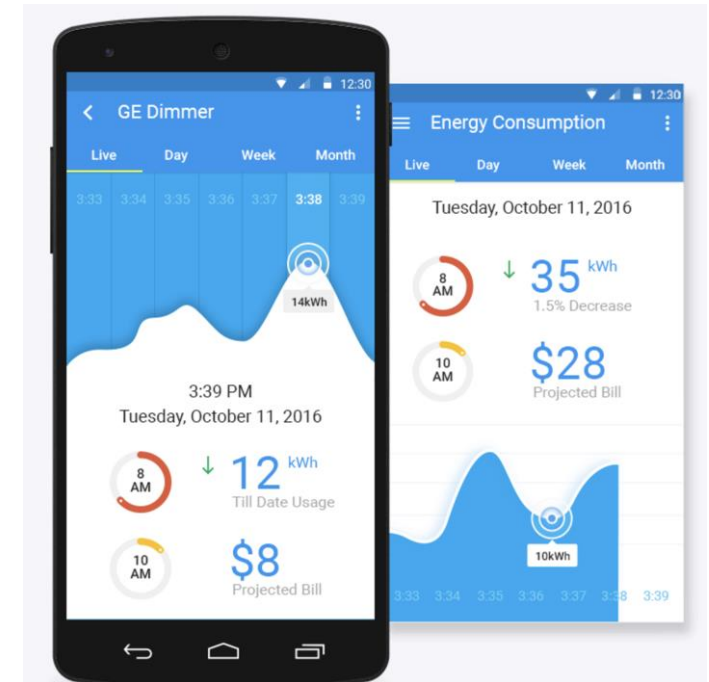
Analyse software context of use (i.e., users, tasks and system environment) using a variety of models to identify user requirements.



# COS70004 User-Centred Design

## Intended Learning Outcomes

Design and build a prototype user interface according to software requirements and usability design principles.



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## Intended Learning Outcomes

Apply a variety of usability evaluation methods to evaluate and iterate user interface design solutions.



<https://uxdesign.cc/usability-testing-what-is-it-how-to-do-it-51356e5de5d>

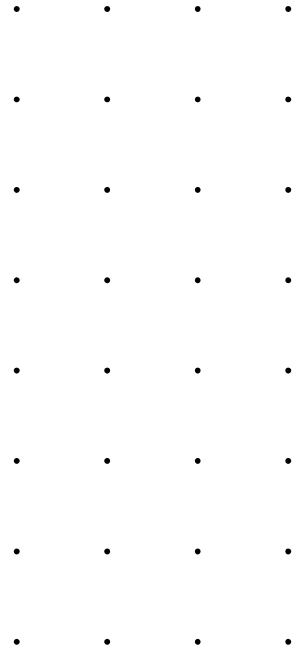
<https://www.nngroup.com>

<https://www.goodworklabs.com/the-role-of-usability-testing-in-app-development/>

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## Intended Learning Outcomes

Describe and apply guidelines for professional practice in the ethical treatment of human research participants.





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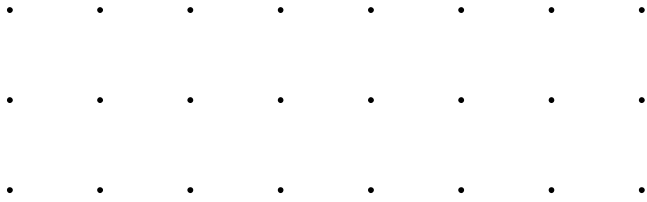
## Intended Learning Outcomes

Implement and reflect on strategies for working in small groups.



<https://www.techrepublic.com/article/how-to-remotely-control-a-zoom-meeting/>

<https://future-students.uq.edu.au/>



# COS70004 User-Centred Design

Week 12

**Assessment overview**





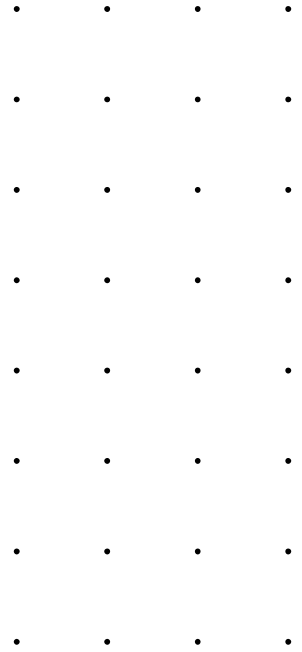
# COS70004 User-Centred Design

## Assessment

UCD Assignment (15%)

UCD Project (65%)

UCD Online Test (20%)



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## Assessment S2 2024 UCD Test (20%)

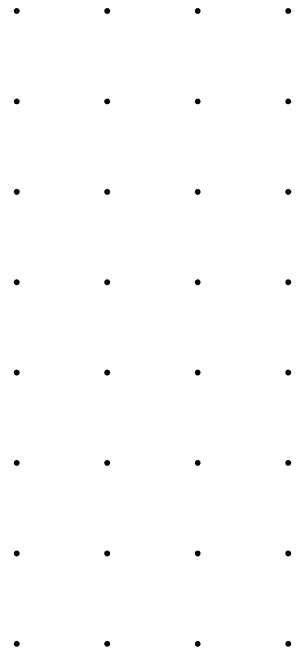
1 hr Canvas Test

Complete in 1 hour window

Start at least an hour before to get full time

Test will close at end of window

If you have technical issues - take screenshots/service logs etc and submit special consideration application



# COS70004 User-Centred Design

## Generative AI Policy

Generative AI is **NOT** permitted in this test (i.e., Chat GPT, Copilot...)

50% penalty for students detected using Gen AI

### Academic Integrity Issue

- official letter of academic poor practice or worse if second academic integrity offence.



### Gen AI detection

- Test contains questions we know that Gen AI will answer incorrectly.
- Material included from outside of course content assumed to be from Gen AI.

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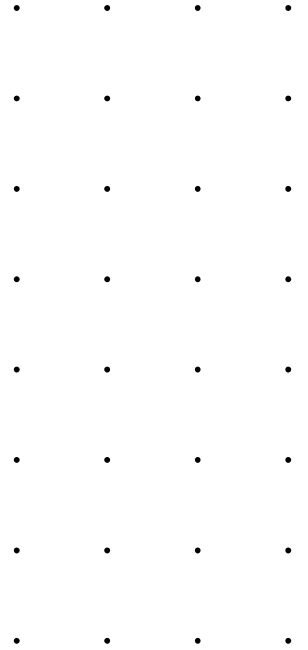
## Inter-student Plagiarism

Students are **NOT** permitted to work together on this test

50% penalty for **both** students copying from each other.

## Academic Integrity Issue

- official letter of academic poor practice or worse if second academic integrity offence.



# COS70004 User-Centred Design

## Assessment S2 2024 UCD Test (20%)

Mix of:

- Multiple Choice Questions (similar format to Interview Scenario MCQ)
- Open/short answer questions
- NO hurdle requirement (i.e., you don't need 40% mark on the exam to pass the unit)

**PART A:** Novel Case Study (new) (16 pts)

**PART B:** Project Case Study (based on semester Project) (8 pts)

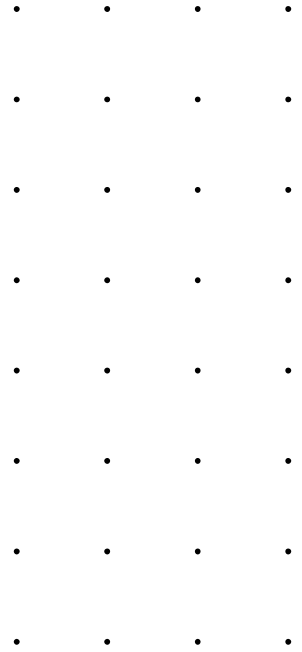


# COS70004 User-Centred Design

## Part B: Novel Case Study (16 pts)

Multiple Choice

Short Answer







# Part A: Project Brief

## Make Own Meals

Every year thousands of university students leave their home to study. Many leave home without any practical cooking skills and live in situations with limited cooking facilities and utensils. This can lead them to buy expensive restaurant meals or take away food instead of cooking for themselves. This can result in students needing to work more to pay for their food. In addition, purchased meals are can be very unhealthy. Thus, the simple problem of not being able to cook, can lead to students doing poorly at university.

Make My Own Meals (MMOM) is an app designed to help uni students with limited cooking skills prepare healthy, quick and easy meals with basic kitchen facilities.

The aim of the MMOM is to increase the nutritional and financial health of Good Learning University students. MMOM is being developed by SwinSoft. The client is Good Learning University.

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## Part A: Novel Case Study (16 pts)

Multiple Choice Questions (1pt each)

- UCD Process and Principles
- Interview method
- Evaluation method
- Evaluation results
- Ethics

All questions centred on case study in Q1 Project Brief

Very similar format to Interview Scenario MCQ



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## Part A MCQ Question Format Example (1 pt)

As SwinSoft's UCD expert you have been asked to review an activity suggested by your team member (see below). Does the suggested activity follow UCD principles and why? Choose the best answer.

Dean's suggestion:

Concentrate design efforts on developing a high fidelity version of the prototype before testing with users.

- a) This is a good suggestion because it will save time in the long run.
- b) This a bad suggestion because low fidelity prototypes are the best kind to develop.
- c) This is a bad suggestion because it will reduce the opportunity to iterate the design solution.
- d) This is a good suggestion because clients will appreciate a high fidelity prototype.



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## Part A Short Answer Example (3 pts)

Write functional requirement

The requirement must relate to the following user statement:

*P: It's so expensive to eat out, but I don't know where to start to cook my own stuff. I mean two-minute noodles are about all I can do.*



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## Part A Short Answer Example (3 pts)

Identify potential usability problem/s in Area G.

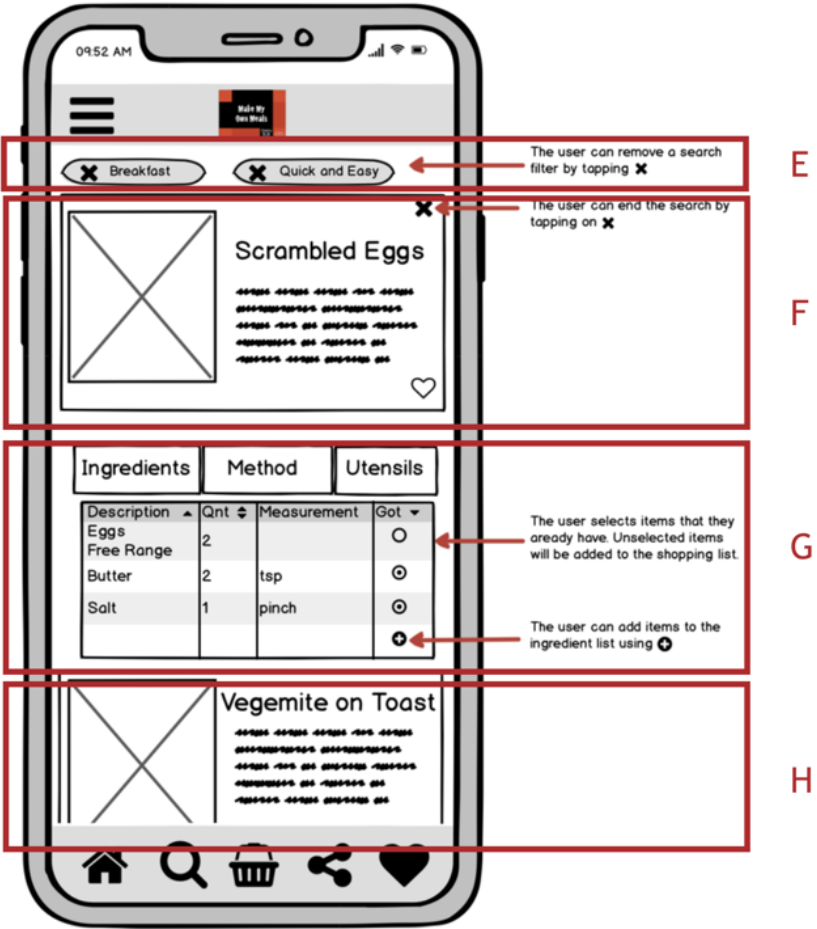


Figure 2  
Recipe Information Page. User has searched for Breakfast and Quick and Easy

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## Part A Short Answer Example (3 pts)

Write task for usability evaluation to investigate the following issue:

The team is worried about the shopping list feature. Write a usability evaluation task to test the shopping list feature.

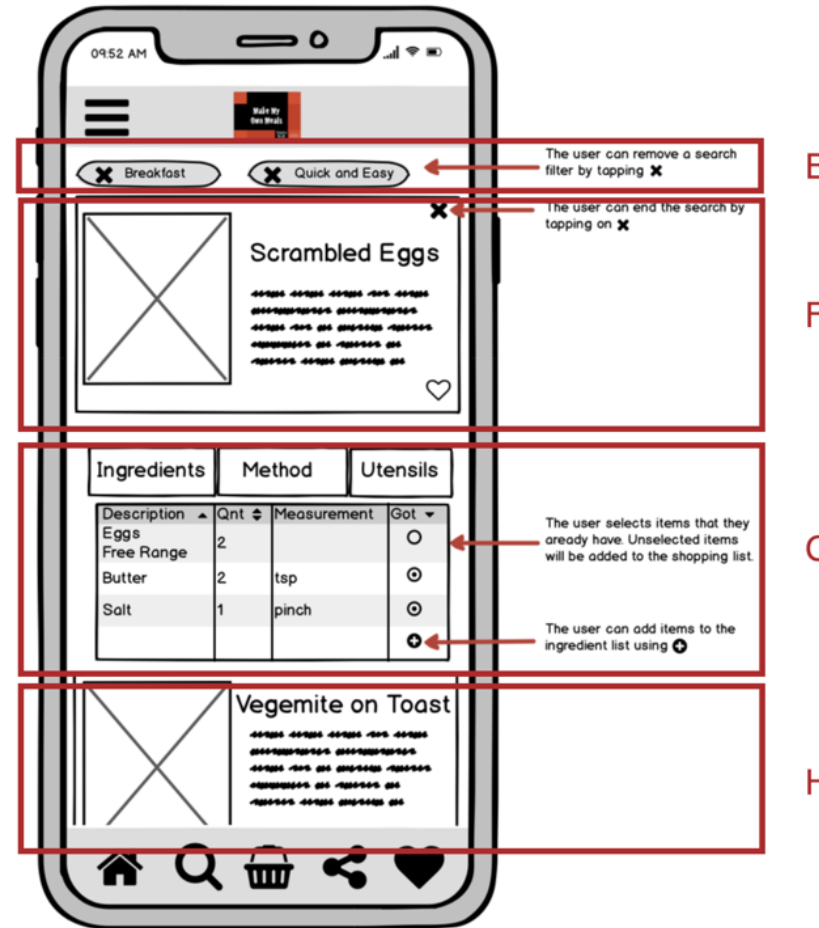


Figure 2

Recipe Information Page. User has searched for Breakfast and Quick and Easy

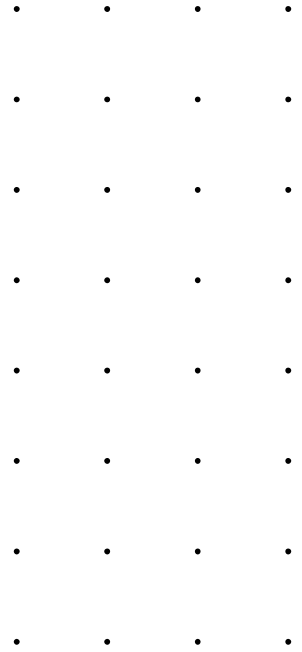


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## Part B: Project Case Study (8 pts)

Multiple Choice

Short Answer



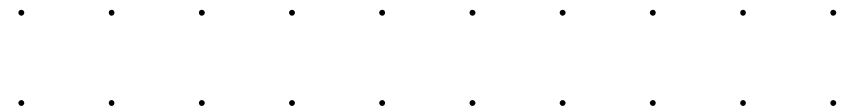
# Student Feedback survey

On their own, none of these is particularly helpful:

- *'I liked it', 'I hated it', 'It was fun', 'It was boring', 'It was too much work'...*

We need to know the what and why...

**Please note:** We know a lot of students don't like team work, but your degree (and your potential employers) require it! Ideas for how to make it run smoother or address your concerns appreciated...



# Student Feedback Survey

Comment on issues relating to unit delivery - some things convenors have no power over such as:

- Timetabling
- Class frequency and length
- IT resources
- Swin reminders to do SFS!

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# Student Feedback Survey

What did you think of:

- SparkPlus (new this semester)
- live-on-lines?
- tutorials?
- Project case study?
- support for team work?
- assessment structure?
- the lecture videos?
- usability and quality of materials on Canvas?
- reminders/announcements from Canvas?

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# Student Feedback Survey

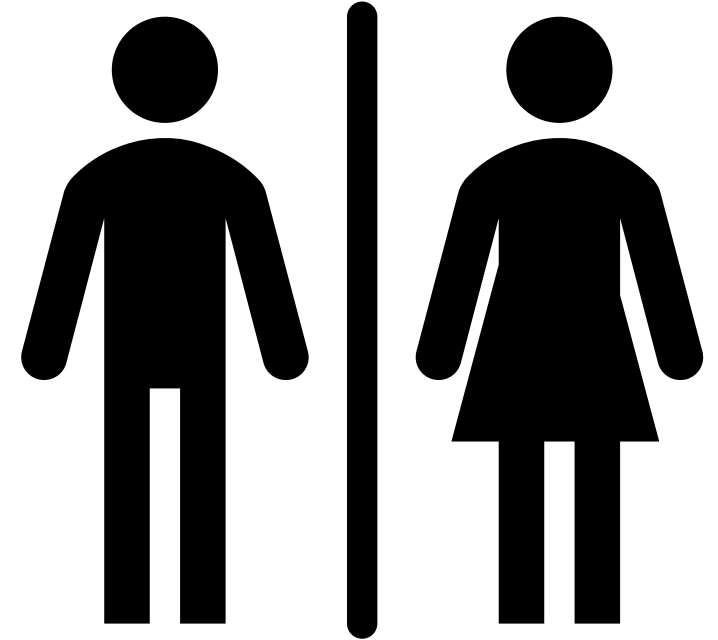
Be mindful of possible gender/ethnic bias in your ratings.

Heffernan T 2021 Sexism, racism, prejudice, and bias: a literature review and synthesis of research surrounding student evaluations of courses and teaching. *Assessment & Evaluation in Higher Education*.

<https://doi.org/10.1080/02602938.2021.1888075>

MacNeill L Driscoll A & Hunt A N 2015 What's in a Name: Exposing Gender Bias in Student Ratings of Teaching. *Innov High Educ*, vol 40, pp 291–303.

<https://doi.org/10.1007/s10755-014-9313-4>



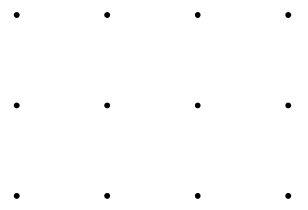
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UCD and your future





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Good luck on final test!

