

# CS 352 Final Project

## Group Assignment

**Due: Sunday, end of Week 10**

Recall that your mission has been to design a substantial user interface, carefully and thoroughly following the methods and principles from CS 352. Guide your efforts by following the PRICPE process.

Your final prototype will be graded on the strength of connection between usability design principles and your users with the decisions you made. Be sure to include plenty of justifications from all design principles, feedback you've received from your instructor and from the Interactive Design Galleries, your analytical work, and your empirical observations. That is, the more justification for each design decision based on HCI principles and the user observations and evaluations you have done this term, the better your grade.

Your final prototype and document will be similar to what you created for Interactive Design Gallery #2. Please include the following items in the final write-up:

- The brief summary of the problem you are trying to solve and what kind of users you're targeting.
- A myBalsamiq storyboard of your high-fidelity prototype. This can be a flowchart of how screens flow throughout the interface.
- The interactive PDF that you exported from myBalsamiq, *without* linking hints. You can post this somewhere (like Google Drive) and link to it from the document, if needed.
- For the design decisions you have made, include a written justification of each of the design decisions as they have ended up in this prototype. You can base some justifications on general usability principles. Feedback from your instructor and from your peers in the Design Galleries is also a good source of justifications. The majority of your justifications should be based on your particular population and your user research and evaluations.
- A very brief list itemizing what you changed after Interactive Design Gallery #2 and why.

### Grading Criteria for Final Project

*Total of 50 points*

- 2 points: Description of problem and target users
- 24 points: myBalsamiq prototype (interactive PDF). Graded on (5 points: clarity, 5 points: a clean, attractive visual appearance, 7 points: consistency with usability principles, and 7 points: appropriateness to your target users.) 50% penalty if the prototype is obviously incomplete for the task it's supposed to support.
- 24 points: Justification of design decisions: (6 points: justification based on design principles, 6 points: justifications based on feedback from prior feedback (comments on grading, interactive design galleries, etc.), 6 points: justification based on analytical work, 6 points: justifications based on empirical work).