# HCI Continuous Assessment 2010/11

In this assessment, you will go through most stages of a user-centred design process for a system selected from a list of options (on the course website). I recommend you work in pairs or trios (but a maximum group size of 4 is allowed). You will be required to submit a form that indicates what each individual has contributed to the group (available on the course website). If you prefer, you are allowed to work on your own. The number of group members and their individual contributions will be taken into account when assigning grades.

This assignment is part of the formal assessment of the course, and the work done must be that of your own group. You are reminded to look at the section on Cheating and Plagiarism in your student handbook.

## *Submission Instructions*

The assessment is due at **12:00 noon on Friday 22nd  April**.  A 10% penalty will be applied to late assessments handed in by 12:00 on Monday 25th April, and a 25% penalty will be applied to late assessments handed in by 12:00 on Friday 29th April. No credit will be given to assessments handed in after this date.

Submit your assessment into the appropriate box on level 2 of the Meston building. Only one copy is required per group. Please use the group front sheet available on the course website.

Please see below for important length and formatting constraints.

## *Content*

Write an integrated report, with a short introduction and conclusion as well as the following sections. Please note the suggested dates to have finished sections by.

| Criteria | Marks | Maximum Length | Suggested finishing date |
|---|---|---|---|
| Description of users and personas | 5 | 2 pages | 18 February |
| Task analysis and scenarios | 5 | 2 pages | 18 February |
| Use of user involvement methods (like Contextual Inquiry, Focus groups, Interviews, Questionnaires) to find out what users are like, what they want, what they do, the context of the work, etc. | 15 | 3 pages + appendices for q'aires, results etc. | 25 February |
| Information Architecture: organisation structure(s), organisation scheme(s), labels | 15 | 3 pages | 4 March |
| Navigation: global, local, contextual, supplemental (as appropriate) | 10 | 1 page | 4 March |
| Prototype (paper prototype or other form of prototype as you prefer) | 10 | 1 page + appendices for pictures | 11 March |
| Analytical usability evaluation of your paper prototype. You can choose whether to do a cognitive walkthrough, heuristic evaluation, KLM or a combination of these (applying multiple methods may result in higher marks). | 25 | 3 pages | 18 April |
| **Plan** for a user test (assuming this will be conducted once the system has been implemented) | 15 | 3 pages | 22 April |

For each of the above, the number of marks given will depend on the quality and quantity of the work performed, and the quality of the explanations given (it will not be based on the amount of text that you write). For instance, for a Contextual Inquiry, you would have to say

why you did it, how you did it, why you did it that way, what came out of it, how will you use these results. To given another example, for an analytical usability evaluation, you have to say how you went about it, problems found and where they occurred (or defend why there are no problems), how the prototype should be changed as a result.

Suggested finishing dates are given only to help you plan your time: there is only one hand-in date. Please start working on this assignment immediately. It is far too big to do at the last minute!

## *Length and formatting*

For your report, you should use A4 paper, a Times font, point size 12 and one-and-a-half line spacing. *Otherwise your mark will be reduced by 10%!* In the table above, there is a length limit for each section. The marker *will not read* any material in a section that comes after the length limit!

What do you do if for some section you have more material than fits into the space available? First of all check that you really need to say all those things. If I say that a section has 2 pages, it means I think you can say all you need in that space. If you really do need to say more, say the most important things in the space available and say the rest in an appendix (referred to in the main text). Make the material in the main text self-contained, so that I can get a good overview of what you did without reading the appendix (I will not read appendices very carefully). Appendices do not count towards the length limits, but I reserve the right not to read them thoroughly.

## *How to get a good mark*

- Bear in mind the number of marks available for each section. For instance, if you miss out, or hardly do any work on, the Navigation section then you lose 10 possible marks and *there is no way you can make these up from other parts*.
- Be clear about the function of your system. There may be a number of different system types possible. It is your decision what kind of system it will be, and *you need to tell me*.
- I can only mark what you give me. If you don't tell me you have done something, I must assume that you haven't done it. Make sure that your report does justice to what you have done and *say clearly what you did*.
- Make sure that all sections and appendices are clearly labelled. Make sure all diagrams are explained. Make sure that all appendices are referred to in the main text. Otherwise I may not find things or understand, and you will lose out.
- In general, take into account the assessment criteria for the different sections, as given in the lectures and available from the web site. Here are some other things to bear in mind:
    - Task analysis – I expect you to do analysis of some task which will help you to develop the system. This should probably be a task that your system will help with, but you should analyse how people do that in the normal/optimal situation when your system is not available.
    - User involvement – Say clearly how many users you consulted and how you selected them. What did you want to find out? What did you find out and how will it influence the system design?
    - Information arch. and navigation – It is a good idea to show knowledge of the technical terms introduced in the course and also to give examples (e.g. diagrams)
    - Analytical usability eval. – You are doing this on an early design of your system, so it is not bad to find problems. Indeed, if you find problems it

shows that you are using the methods properly. Be prepared to criticise your design as a result of doing these evaluations.