جامعة الحسين التقنية
Al Hussein Technical University

ASSIGNEMNT MATERIAL

30202451 Human Computer Interaction

Assignment Brief Number: 1

Version **1**

Assessment Brief

Student Name/ID Number/Section	
HTU Course Number and Title	**30202451 Human Computer Interaction**
BTEC Course Number and Title	
Academic Year	Summer 2021/2022
Assignment Author	Eng. Dania Alsaid
Unit Tutor(s)	Eng. Dania Alsaid
Assignment Title	**HCI Assignment**
Assignment Ref No.	**No. 1**
Issue Date	Aug 18, 2022
Formative Assessment Dates:	Every week, until Sep 1, 2022
Submission Date	Sep 11, 2022
IV Name & Date	Eng. Malik Louzi 17/8/2021

Submission Format

The submission for this assignment is divided into two parts:
    1- A 15-minute individual Demonstration using appropriate software.
    2- An individual written report (see report guidelines below) that shall include every item in the assignment details. The report should be submitted as **PDF** softcopy to the university's eLearning system within the deadline specified above on the link: https://elearning.htu.edu.jo.
 	
Report guidelines:
In your report, you should make use of headings, paragraphs, and subsections as appropriate. The expected word limit is 2000-4000 words (that is about 10-15 pages with images), although you will not be penalised for exceeding the total word limit, do your best to be within the word limit. Your report should be:
1. In a form of soft copies submitted to the instructor.
2. Written in a formal business style using single spacing and font size 12, Times Roman.
3. Must be supported with research and referenced using the Harvard referencing system.

Unit Learning Outcomes

LO1. Research what aspects of User Experience and Interface Design are necessary
and appropriate to satisfy end user emotions, desires and attitudes when using
a user interface concept.
LO2. Plan an appropriate User Experience map and Interface Design for a User
Interface concept with a specific target end user in mind and also outline the
tests you mean to conduct.
LO3. Build a User Interface concept and test it with users to see if it satisfies their emotions, desires and
attitudes as planned.
LO4. Evaluate user feedback, test results and insights gained from end users
interacting with your User Interface concept to determine success or failure and
steps to improve in future versions.

Assignment Brief and Guidance

Scenario:

You were employed as a User Experience Designer/Researcher for a large company, your role as a UX
designer and researcher is to provide a full analysed report for a system from your choice that your company is
willing to invest in. Make sure to include in your report the following points to win the chance.

Part 1:
1.1 Define the field of User Experience and explain it's important for consumers and businesses and outline
the process in building a UX design
1.2 Demonstrate the functionality of a system in the form of User Experience, Interface Design and specify the
end user testing requirements.
1.3 Analyze the impact of common User Experience and Interface Design methodology in the software
development life cycle generally and in your software specifically using the principles and components of
User Experience design.
1.4 Evaluate the User Experience and Interface Design of a specific forms and justify your modifications to
the User Experience and Interface Design and their uses.

Part 2:
2.1 Assess standard tools available for use in User Experience and Interface Design.
2.2 Build a P.A.C.T Analysis for the system and assess your user journey maps to understand user needs.
2.3 Review different end user categorizations, classifications and behavior modelling techniques for building
your end user model.
2.4 Review advantages and disadvantages of end user testing requirements for building forms of User
Experience and Interface Design.

Part 3:
3.1 Point out and assess appropriate tools to develop a user interface.
3.2 Build a paper prototype for the system to convert your plan into a user interface

Part 4:
4.1 Run end user experiments and examine feedback.
4.2 Evaluate end user feedback and build a new iteration of your user interface modified with the most
important feedback and enhancements.
4.3 Suggest steps to improve in future versions of your UI.
4.4 Undertake a critical review and compare your final user interface and your test results with the original
plan.
4.5 Critically evaluate the overall success of your User Interface concept and discusses your insight.

Learning Outcomes and Assessment Criteria

Pass	Merit	Distinction
LO1. Research what aspects of User Experience and Interface Design are necessary and appropriate to satisfy end user emotions, desires and attitudes when using a user interface concept.		
P1 Provide a definition of what a User Experience is and outline the process in building a UX design. **P2** Recognize specific forms of User Experience and Interface Design and end user testing requirements.	**M1** Analyze the impact of common User Experience and Interface Design methodology in the software development life cycle.	**D1** Evaluate specific forms of User Experience and Interface Design and justify their use in a User Interface concept.
LO2. Plan an appropriate User Experience map and Interface Design for a User Interface concept with a specific target end user in mind and also outline the tests you mean to conduct.		
P3 Assess standard tools available for use in User Experience and Interface Design. **P4** Review different end user categorizations, classifications and behavior modelling techniques.	**M2** Devise a plan to use appropriate User Interface Design methodology and tools to conduct end user testing. **M3** Review advantages and disadvantages of end user testing requirements for building forms of User Experience and Interface Design.	**LO2 & LO3** **D2** build a new iteration of your user interface modified with the most important user feedback and enhancements.
LO3. Build a User Interface concept and test it with users to see if it satisfies their emotions, desires and attitudes as planned.		
P5 Assess appropriate tools to develop a user interface. **P6** Run end user experiments and examine feedback.	**M4** Employ an appropriate set of tools to develop your plan into a user interface.	
LO4. Evaluate user feedback, test results and insights gained from end users interacting with your User Interface concept to determine success or failure and steps to improve in future versions.		
P7 Evaluate end use feedback of your user interface. **P8** Suggest steps to improve in future versions of your UI.	**M5** Undertake a critical review and compare your final user interface and your test results with the original plan.	**D3** Critically evaluate the overall success of your User Interface concept and discusses your insight.