Final Seminar Project

30% of course grade

OVERVIEW

For your final seminar project, you will work in groups of 3-4 to design a conceptual prototype (for a mobile application, game, website, interface, performance, or something else) informed by theories, research, and ideas in feminisms and interaction design.

LEARNING OUTCOMES

This project is designed to help you:

- consider and enact a feminist approach to socially responsible and responsive design;

- think, write, and design through the relationship between feminisms and interaction design;

- enhance your abilities to make connections across seemingly separate categories;

- engage current conversations in feminism and HCI, and use those conversations to think through and support your work;

- articulate your work and the value of that work in persuasive ways for wide professional audiences; and

- practice writing in established genres in technical communication and interaction design (proposal, prototype, functional specification, presentation, white paper).

To be clear, your prototype does not *have to explicitly speak to issues of gender, but should consider feminism in some way, for instance, via inclusion and enabling participation of users who might not typically be included. For instance, your prototype may aim to work toward any of the following feminist goals (this list is not intended to be exhaustive:*

- making "invisible work" visible;

- challenging current conceptions of labor and interrogating how particular kinds of labor are valued;

- facilitating "capacity building";

- developing a model for including diverse users in a specific conversation or making activity;

- decentralizing hierarchies within a specific organizational context;

- challenging sexism in a specific context; or

- deconstructing binary thinking with relation to gender, sexuality, or other.
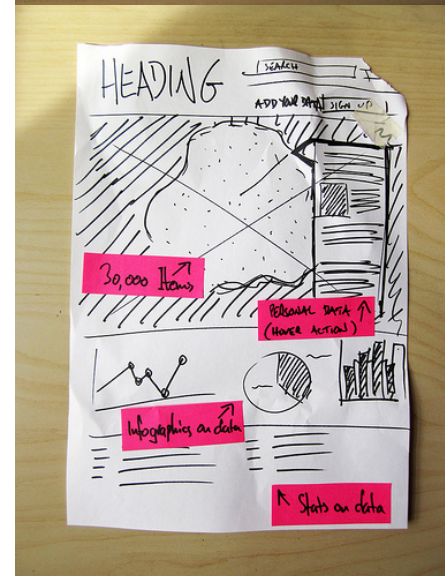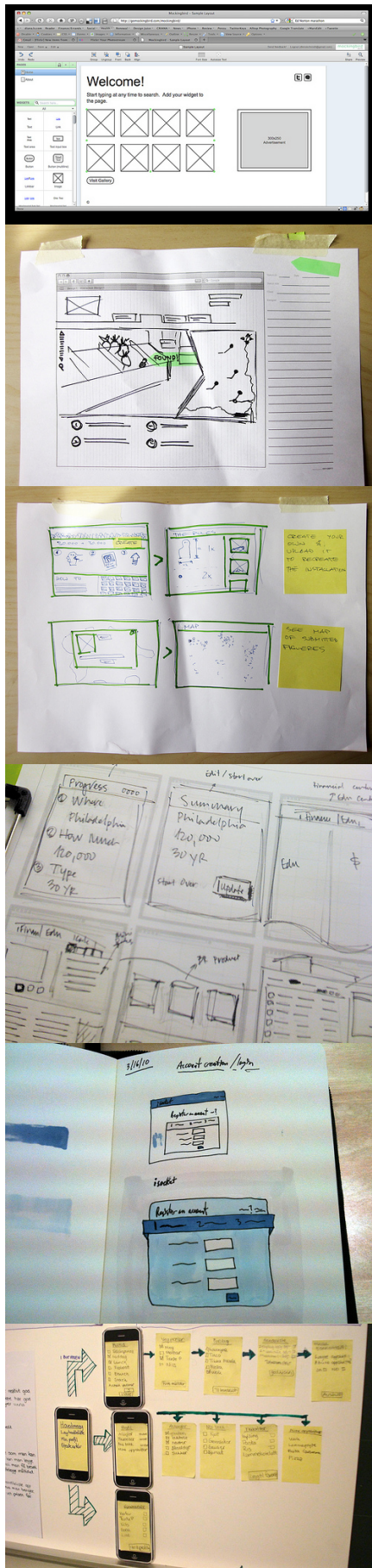
DELIVERABLES

Over the next six weeks, you will produce:

☐ **Proposal** (group, 2-3 pages; 10% of project grade)
Describe the proposed work and the methods you will use. Include a timeline for completing the project, and identify which group members will be responsible for what activities.

☐ **Prototype** (group; 25% of project grade)
Prototyping is a user centered design approach that makes it possible for end users to visualize and provide feedback on a system, even before it is being built. Your prototype can be developed using any accessible format, and any tools/media as determined by your group. We will go over some prototyping approaches as a class.

☐ **Informal presentation** (group, no more than 8 minutes; 15% of project grade)
Present your prototype to the class. These presentations should be used to solicit feedback.

☐ **White paper** (group, 8-10 pages, including figures; 35% of project grade)
A white paper is a report oftentimes used in government and business communications to advocate a particular position or idea. Your white paper should function as a supporting document for your prototype, including a developed discussion of the rationale for the prototype, as well as its implications. These discussions should furthermore engage ideas and texts in feminist theory and interaction design.

The white paper will also function as an exercise in communicating your work and its value for others. That said, your audience for this document will be somewhat broad, and may include colleagues with backgrounds in computer science, engineering, marketing, and business. This paper should cite at least 10 sources from class (string citations are fine, but you should engage at least 3 sources on a more substantive level). For more information on white papers, see: https://owl.english.purdue.edu/owl/resource/546/03/

☐ **Reflection** (individual, 2-3 pages; 15% of project grade)
In this document, you should reflect on your writing/designing process and experiences over the course of this project. Again, this should be treated as a persuasive document in which you communicate the value of your work to your audience (your instructor).

Note: You are encouraged to draw from previous Weekly Reading Responses to develop any parts of this project you see fit.

SUBMITTING YOUR WORK
Final versions of these documents should be submitted as a dossier in a single PDF file to your Scholar Drop Box. For group deliverables, select one person for each group to upload, making sure that files are labeled with names of all group members.

GRADING

Your grade for this project will be based on the following criteria:

- **Purpose**: Clear and coherent purpose that engages issues of feminisms and interaction design in interesting and unexpected ways.

- **Audience**: Each deliverable effectively engages its audience through a clear, original, and interesting purpose that is appropriate for its intended audience. Tone is appropriate for its audience, and all deliverables are easy for the intended audience to follow (coherent, focused, clearly organized, no irrelevant information).

- **Research/Support**: All claims are supported with substantial evidence, i.e., research. All support furthers the central purpose. The research conducted makes effective use of reliable sources. Research methods show engagement with feminist and IxD approaches.

- **Design**: Design concepts are effectively used to facilitate the audience's understanding (this is not contingent on technical ability, but rather the deliberateness of your design). Attentive to visual elements, which may include prototype layout, document layout, images, tables, charts, color, fonts, spacing, bullet points, etc.

- **Editing**: Language is clear and concise with few to no grammatical issues. All deliverables are of high professional quality.

- **Assignment Requirements:** Meets all assignment requirements outlined in this handout, including those with regards to genre. Documents are professional in tone and quality and suitable for use in a real professional setting.

WORKING TIMELINE

WEEK	TASKS	DEADLINES
10 10/27	Project assigned; ideation	
11 11/3	Prototyping, paper prototyping Proposal writing	
12 11/10	Prototyping, wireframing, Photoshop, Illustrator, Balsamiq, Axure, Omnigraffle	Proposals (full draft) due W 11/12, 2:30 PM
13 11/17	Informal Progress Reports (Update us!) Developing functional specifications How to write a white paper	
11/22-30	*Thanksgiving Holiday*	
14 12/1	Time to work in groups	

WEEK	TASKS	DEADLINES
15 12/8	In-class presentations	Presentations due M 12/8, 2:30 PM
FINALS 12/15	Dossier (including revised proposal, prototype, functional specification, white paper, and reflection) due to Scholar as PDF	Dossier due M 12/15, 3:25 PM

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