## School of Computer Science – Coursework Issue Sheet

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| **Session** | 22-23 | **Semester** | Spring |
| **Module Name** | Human Computer Interaction | **Code** | COMP2025 |
| **Module Convenor(s)**  **(CW Convenor in Bold)** | **Dr Marina Ng Kher Hui [Marina.Ng@nottingham.edu.my]** | | |
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| **Coursework Name** | Understanding problem and prototype proposal | **Weight** | 50% |
| **Deliverable**  (a brief description of what is to be handed-in; e.g. ‘software’, ‘report’, ‘presentation’, etc.) | A report in PDF | | |
| **Format**  (summary of the technical format of deliverable, e.g.  “C source code as zip file”, “pdf file, 2000 word max”, “ppt file, 10 slides max”, etc.) | PDF file  •min. of 2,000 word individual report (CW1) | | |
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| **Issue Date** | 3rd Feb 2021 (CW1.1 and CW1.2) | | |
| **Submission Date** | Due: Fri, 10th March 2023; 17:00 (CW1.1 & CW1.2) | | |
| **Submission Mechanism** | Electronic submission of PDF via Moodle | | |
| **Late Policy**  **(University of Nottingham default will apply, if blank)** | Work submitted after the deadline will be subject to a penalty of 5 marks (the standard 5% absolute) for each late working day out of the total 100 marks.  No late submission deadline. | | |
| **Feedback Date** | 31st March 2023 (Tentative) | | |
| **Feedback Mechanism** | Individual comments via grading system on Moodle. General feedback in lecture. | | |
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| **Instructions** | Digitisation of cultural heritage can be a crucial tool in today’s efforts towards promoting conservation and public awareness. Imagine you are a UX consultant employed by The Bendahari Markets and Ministry of Tourism Malacca to develop a public interactive/digital exhibit solution that can document/record/capture/present/preserve the disappeared/disappearing old trades of Malacca and allow the public to enjoy an interactive narrative experience and learn about the old trades of Malacca. You need to do the following tasks:   * Task 1.1: To gather requirements and identify design implications for delivering a digital solution using at least two requirement gathering methods (e.g. Ethnography study - what you have gathered from the Field Study Tour and interviews with stakeholders?) * Task 1.2: To brainstorm and propose solutions of a public interactive/ digital exhibit system to meet the client requirements for use by public visitors. Include alternative ideas, scenario, storyboard, use case (please use CW1 template) | | |
| **Assessment Criteria** | Understanding problem, context [5 marks]  Understanding approach [5 marks]  Presenting findings [10 marks]  Identifying design implications [10 marks]  Prototype idea [6 marks]  Meeting requirement [2 marks]  Using Scenario [3 marks]  Using Storyboard [4 marks]  Using Use case [3 marks]  Ability to generate alternative designs [2 marks] | | |