COMP 1649 Human Computer Interaction and Design

FPT Greenwich

Coursework

Annotated Table of Contents Coursework COMP-1649 Human Computer Interaction and Design

This is an example of how a table of contents for your coursework report COULD look like. You can use a different structure to what is shown here as long as the relevant content is covered. This is a basic example showing what is needed in the report. Do not forget to make reference to relevant background literature to support your writing.

**Citations and references need to be provided in Harvard format. The word count for the report should be about 2000-3000 words long. You need to include at least 12-15 academic citations to enable you to provide authoritative background literature (academic conference papers, journal papers, chapters from academic books) across the different sections to support your writing.**

**The format for Prototypes must be Axure files unless agreed with the lecturer otherwise. The submission as mobile Java Apps, database driven web applications or any other proprietary format that requires installation is not permissible and no points can be awarded for such prototypes.**

1. **Introduction**

Brief introduction to the coursework and the structure of your report.

# Background

Brief definition of some key terms and how the work is situated in HCI.

* 1. Interaction Design Research

Provide an overview of your literature research on the topic of the project brief (e.g. HCI research and studies with similar products or contexts) to develop your conceptual design and your requirements. The chosen literature should be relevant for eliciting requirement for your prototype. Describe your main findings and clearly state what requirements were drawn from your findings.

* 1. Interaction Design Theory

Brief discussion of relevant concepts and theory from the HCI field and how they will be applied in the coursework. This could include relevant background literature (e.g. in relation to cognitive psychology, interaction design theory), and different modes of interaction (e.g. voice, touch), types of interaction, design principles and design patterns. Discuss how this literature will inform your product, such as your requirements or design.

# Design Process

* 1. Conceptual Design

Present your proposed design solution. You are only asked to describe the product and interactions, and not the technical attributes of the product. You can include some visualisations to give the reader a rough idea what the product and overall solution will look like. However, this does not have to be very detailed. Show how your work has been informed by the outcomes from your writings on Interaction Design Research and Theory in the previous section. Demonstrate in your proposed solution how the requirements from the literature have been met.

* 1. Five Dimension of Interaction Design

Include a discussion how the concept of the five dimensions of interaction design (by Gillian Crampton Smith and Kevin Silver) has been integrated in your design and how it can be evidenced by the interactions in your prototype.

# Prototype

Briefly introduce and discuss your final mid-level prototype and describe how the design is informed by the research that has been carried out and the concepts in the previous sections. Include screenshots of the final prototype and provide evidence of your design process, such as the iterations made. It is important that you can demonstrate how the design progressed over time and that you can discuss the purpose of your prototype. **A series of static images is not a mid-fidelity prototype, your submitted Axure prototype needs to include some interactivity that can be experienced.**

There need to be clear links between coursework report and the corresponding prototype so that design decisions are well documented. There needs to be evidence for the effective and successful application of Interaction Design principles to create a prototype that can be used to test core concepts of your design and that is suitable as a learning tool for researchers and designers.

# Research Study

A presentation of a detailed concept for an empirical research study that uses your prototype to test at least one assumption that you have made when designing your prototype. In this step you need to present the design of a research study including the question(s) or hypothesis that your research study attempts to answer. What hypothesis or research question are you investigating? Who are the participants of your study and how will you find participants? How will the study be run and how will you analyse the data? **You are not asked to run the study but only to design the necessary research instruments so that someone else such as a usability researcher could run the study using your materials and the prototype.** You need to create all necessary instruments and documentation (e.g. a questionnaire) that is required to run the study. This documentation should be included in an Appendix.

# Conclusion

Provide critical reflections on the work that has been completed. What are some of the limitations and constraints of the work? What could have been improved? What would be potential next steps? Go beyond just repeating what has already been said elsewhere in the report.

# References

Make sure all your references and in-text citation are correctly formatted using Harvard format. If you are unsure about the Harvard format, use suitable tutorials and guidelines provided by the UoG library and the guidance given for your final year project.