|  |  |
| --- | --- |
| **Course: COMP1650 User Interface Design** | **Contribution: 100% of course** |
| **User Interface Design - Term 1** | **PDF file required - ZIP file also required** |
| **Greenwich Course Leader: Dr Fotios Spyridonis** | **Due date: 13/11/2020** |
| **This coursework will be marked anonymously YOU MUST NOT PUT ANY INDICATION OF YOUR IDENTITY IN YOUR SUBMISSION** | |
| This coursework should take an average student who is up-to-date with tutorial work approximately 50 hours | |
| **Learning Outcomes:** A. understand the issues involved in developing and evaluating interfaces to interactive applications; B. demonstrate an awareness of human-computer interface standards and guidelines; C. apply the principles, concepts and models of user-centred design methods to the development and evaluation of interactive system interfaces; D. apply the concepts of colour theory, font terminology, layout and graphic design elements in terms of visual user interface design. | |

|  |
| --- |
| **Plagiarism** is presenting somebody else’s work as your own. It includes: copying information directly from the Web or books without referencing the material; submitting joint coursework as an individual effort; copying another student’s coursework; stealing or buying coursework from someone else and submitting it as your own work.  Suspected plagiarism will be investigated and if found to have occurred will be dealt with according to the procedures set down by the University.   **All material copied or amended from any source (e.g. internet, books) must be referenced correctly according to the reference style you are using.  Your work will be submitted for electronic plagiarism checking.  Any attempt to bypass our plagiarism detection systems will be treated as a severe Assessment Offence.** |

**Coursework Submission Requirements**

* An electronic copy of your work for this coursework should be fully uploaded by midnight (local time) on the Deadline Date.
* The last version you upload will be the one that is marked.
* For this coursework you must submit a single Acrobat PDF document. In general, any text in the document must not be an image (i.e. must not be scanned) and would normally be generated from other documents (e.g. MS Office using "Save As .. PDF").
* **For this coursework you must also upload a single ZIP file containing supporting evidence.**
* There are limits on the file size. The current limits are displayed on the coursework submission page on the Intranet
* Make sure that any files you upload are virus-free and not protected by a password or corrupted otherwise they will be treated as null submissions.
* Comments on your work will be available from the Coursework page on the Intranet. The grade will be made available in the portal.
* You must NOT submit a paper copy of this coursework.
* All coursework must be submitted as above

The University website has details of the current Coursework Regulations, including details of penalties for late submission, procedures for Extenuating Circumstances, and penalties for Assessment Offences.  See <http://www2.gre.ac.uk/current-students/regs>for details.

**Detailed Specification – This is an individual piece of work**

* **Scenario**

Computer games are being used to help children to learn on a variety of topics including programming. Your task is to develop a low-level prototype for a game that will help children aged 7-11 years of age learn the basics elements of programming. The low-level prototype should be designed so that it will run on a range of screen sizes. You will need to apply all considerations as discussed throughout the User Interface Design lectures and tutorials.

All of the above must be considered in the user interface, but they do not need to be included in one screen. Make sure it is clear in your designs how the user navigates between the various screens. You must sketch/design **at least two** alternative interface designs and justify which alternative you prefer based on an appropriate evaluation. The final prototype should provide a vehicle to conceptualise and envision the proposed software with the aim of providing ‘proof of concept’.

**Please note that it is the application of the User Interface Design theory that is most important.**

* **Deliverables**

**Interim Upload must contain your name:** We will feedback on your work to date and thus enable you to achieve your potential for this coursework. It does not carry any marks as it is a formative feedback piece of work.

**Final Deliverable: Your report** should be between 2000-3000 words, be presented in a logical structure and provide evidence supported by academic references that you have undertaken:

* a critical evaluation of the current issues in user interface design that apply to software running on different devices and the incorporation of relevant areas into the development of your low level prototype; (15%)
* a review of current guidelines and standards, plus a consideration of legal, social and ethical issues with an appropriate justified selection identified and used in the development of the prototype; (10%)
* justification and usage of relevant evaluation techniques; (15%)
* critical selection and application of the concepts of colour theory, font terminology, layout and the graphic design elements of the visual interface design; (20%)
* a conclusion drawing together the key facts that would provide evidence of ‘proof of concept’ to relevant parties. (10%)
* **A zip file with your Low-fidelity prototype** with clear linkage to the points used in the report, which needs to provide evidence of effective User Interface Design. (30%)

**Grading Criteria**

Please see the detailed marking scheme

**Assessment Criteria**

For marks breakdown, please see Written Deliverables section above.