Assignment 2 Overview

Human Computer Interaction - COMP3511/9511

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Assignment Goal

- To understand and experience the initial stages of the User Centred Design process
- To understand the purpose of iteration in the design lifecycle
- Experience the benefits of working in a group to share ideas

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Deliverables and Timeline

Week	What is due
Week 2 (second tutorial)	Form groups of 4 people from the SAME tutorial group. Product Description Statement Complete Ethics Quiz in Moodle, if not already completed.
Week 3 (first tutorial)	Consent documentation Questionnaire Pilot interview (own time)
Week 3 (second tutorial)	Revised Product Description Statement Final Context Scenarios Requirements list Questionnaire and Interview Summary
Week 4 (first tutorial)	Paper Prototype Usability Test Plan (Sample will be made available on Moodle) Usability test: Usability evaluation and assessment of design
Week 5	Individual reflection due by Thursday 6ᵗʰ February midnight
Week 5 (second tutorial)	Final group presentation (submitted prior to tutorial), covering the following: 1. Copy of the original design following step 14 2. Final issues table 3. List of recommended changes (each change numbered) 4. Final design prototype (with numbers indicating the change, annotated alongside the relevant design) 5. Undergraduates only: Discussion of design for families. 6. Postgraduates only: Discussion of the needs of farmers OR older adults. Fill out online peer review

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Context

- You will be designing an interface for 'Bushfire Safety'.
    - For example, you may focus on bushfire preparation, a warning system, or an alert system in the case of bushfires already burning (or other areas of course, these are just three possible areas). Other functionality should be considered also, these just provide some examples of where you could go with the theme.
    - Choose one specific area of focus for your assignment due to the limited time that we have in this course.

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Context

- Both Undergraduate and Postgraduate students will consider an interface for either traditional desktop/laptop computers or tablet computers. Can do mobile devices by first consulting your tutor.
- **Undergraduates** will consider the needs of families. A family unit must consist of at least two people living together, and should include either young children, teenagers or elderly parents, or a combination of these. Consider who the users are that you have the most access to for developing requirements.
- **Postgraduates** will either consider the needs of farmers who must also care for cattle OR consider older adults (45+). Choose your group based on the users that you have the most access to for your interviews.

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Marking Breakdown Summary

Assignment 2 is worth 30%:

Component	Worth
In-Class Tutorial Checkpoints:	
Product Description Statement (PDS)	1%
Consent Documentation **Questionnaire**	1%
Revised PDS **Final Context Scenarios** **Requirements** **Questionnaire and Interview Summary**	5%
Paper Prototype **Usability Test Plan (UTP)** **In-class usability testing**	5%
Presentation Week 5	8%
Individual Component - Reflection	10%

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Marking Breakdown

Week 2 (Second Tutorial):
    Product Description Statement (1%)

Week 3 (First Tutorial):
    Consent Documentation and
    Questionnaire (1%)

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Marking Breakdown

Week 3 (Second Tutorial) (5%):
    Revised Product Description Statement (30 words)
    Final Context Scenarios 2-3 scenarios (MAX 1 page per scenario)
    Requirements list (1-2 pages)
    Questionnaire and Interview Summary (1-2 pages)

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Marking Breakdown

Week 4 (First Tutorial) – in-class Usability Testing (5%):

For the in-class assessment you will need to bring along completed usability test documentation, which you will also be marked on:
- Paper Prototype (will have to cover a few of your keypaths, so at least 10 screens)
- Consent Form (2 copies)
- Pre-Questionnaire
- Post-Questionnaire
- Usability Test Plan
- Observation Templates

Students who are not present for the in-class testing will receive zero for this component unless they can provide written documented evidence for their absence.

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Marking Breakdown

Week 5 Individual Reflection (10%)
- Due midnight on Thursday Feb 6th
- Late penalty of 10% per day late.

Week 5 (Second Tutorial) in-class Presentations: (8%)
- All members of the group are to present
- Please arrive on time or you could be penalised
- Any group member not participating in the presentation will receive zero for this component, unless they are eligible for special consideration.
- Complete Peer Review online by end of Week 5 (midnight Friday 7th Feb)
- If peer review is not completed this could translate to a zero participation in your group and a fail mark for the assignment so important to complete this in a timely manner.

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In-class checkpoints

- Each checkpoint may not seem like it is worth a lot but in order to create a final presentation you will need to have adequately performed previous work, so your final 8% will also be impacted by adequate completion of the in-class checkpoints.
- The small amounts of marks quickly add up

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Week 4 (Second Tutorial)

- Start working on group presentations, ensuring everyone is allocated a role

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Week 5 (First Tutorial)

- Continue working on your Assignment 2 Presentations

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Week 5 – Individual Reflection

- **Due midnight Thursday Feb 6th in Moodle**
- *Each person in the group must electronically submit (through Moodle) an **individual reflection** of the user centred design process*

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Week 5 – Individual Reflection

- Now that each group member has experienced first-hand the user centred design process, it is time to reflect on what you have done so far. What did you learn from this process and what can you see are the benefits of the process?
  - Reflect on the value of the role that you filled and the user centred design process overall. In the context of your role, provide a critical reflection of why this position is important within the lifecyle - describe the most important lessons you have learnt from this assignment process overall including both positive and negative ones, and also what you would have done differently if you had more time or as a result of what you have now learnt? Consider this in terms of both your own team and the assignment team structure that you were constrained by. (800 words)

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Week 5 – Presentation

- Group presentations
  - In second tutorial of Week 5
  - Time of 12 minutes per group
  - Ensure you arrive on time, and stick to your time limit.

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Late Penalty

- Any students absent from tutorials without valid documented evidence for not being present, will receive zero for that week's tutorial checkpoint.
- A late penalty of 10% will be deducted per day late. Individual reflection assignment submissions more than 5 days late will not be marked.
- Students who miss their in-class presentations, in Weeks 4 and 5 will receive zero for this component.

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Peer Review

- Peer review will be applied to the final group mark.
- Marks will be weighted depending on level of contribution to your group.
  - If you all contribute equally, then peer review will not change the mark as calculated above.
  - If you do not complete peer review or do not contribute at all, you may receive a zero for some or all group components.

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Peer Review

- As part of the peer review process – please do not share your final assignment marks with each other as this defeats the anonymity of the process.

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Group Work

- Roles need to be defined clearly at the beginning so that every team member knows their responsibilities, deliverables and time to deliver
- This becomes very important when evaluating others in the peer review process

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Group Work

- If the management of the groups is ad hoc, it will be hard to quantify whether others in the group actually delivered on the initial objectives.

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Group Work

- Clearly define each persons responsibilities and role
- Write it down at the outset
- Regularly meet (document) to discuss progress (use Teams for your collaborative work)
  - Address and resolve issues promptly
- Be supportive of each other - you are a team

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Questions?

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