Project report

Structure the project report like this.

1 Title (Name the project)

Name the team members

2 Abstract

Overview what the team accomplished (learned) in one paragraph.

- What was the problem?

- Why is the problem a problem?

- What did the team do?

- How did this address the problem?

3 Introduction

Describe the project, incorporating material from the project proposal.

- Describe the project.

- Why this is a good/interesting project from the standpoint of usability?

- Describe the usability problem you intend to solve.

- Who are the target users?

- Who used the prototypes?

4   Related work

Describe systems similar to your prototype.

- What is the existing system called?

- Who uses it?

- What are the problems with, or limitations of that system, if any?

- Cite each system.

5   Evaluation

5.1   Users

Describe the people, objects, and environment in sufficient detail so that others can picture it.

- Who are the users?

- What are the users doing? How?

- What problems do the users encounter?

- What objects did the users need or use?

- What is the environment or space like?

5.2   Method

Describe how you planned to evaluate your prototypes.

- What questions did you ask?

- How did you answer these questions? (Interview? Task analysis? Cognitive walk-through?)

- Describe the evaluation method. (E.g., task analysis, cognitive walkthrough, card sorting)

- Why is this method appropriate to evaluate the prototype?

6   Study

Narrate the iterative progress of the prototype throughout the project. Show each prototype, the results of evaluting each prototype. Rinse and repeat.

6.1 Prototype

- Show the prototype. Scan in paper prototypes, include screenshots of high-fidelity prototypes.

6.2 Results

- Show the results. E.g., quote the user, show task analyses, click counts, etc.

- Interpret the results. What did the evaluation reveal?

- What insights did the team gain from observing users, analysing the task, etc.?

- What problems did the user, analysis, or experimentation highlight in this prototype?

- How did these findings influenced the next prototype. Explain.

7 Discussion & Conclusion

The job of design is never complete. Where could the team take this?

- What questions remain unanswered?

- What questions was the team unable to answer?

- What could the team answer given sufficient resources?

- What are some possible next steps?

8 References

Cite relevant books, chapters, papers, and web sites. Include references here.