**Interim report**

**aims, objectives and literature survey**

Aims: I decided to choose this project because it is part of the computer science field that first drew me to the course and is a part of my career aspirations post university. Whilst studying A levels I took part in a week’s work experience with Sky and worked with a group of graduate front end developers on a streaming application tailored for business clients of the company. Being able to get hands on experience in the agile process of front end development is where I started thinking more about how we actually interact with computers and how much fine detail goes into making a fresh and usable interface. As well as this, my second year team project based on creating a website gave me the chance to design a user interface as part of a team. After finishing the team project and getting a better idea of how consumers want interfaces to work and look, I wanted to do something similar for the individual project in my final year. With this project I would like to incorporate one of my passions which is sport. Using sport as a focal point will open up a variety of options for design within the interfaces I will produce. Having taken part in university sport over my time at university and also being elected to be the captain for a sports team I understand that fixture management can be difficult. Therefore I would like to design some interfaces to be used by university students and staff to check fixtures, post results and view the availability of students for fixtures in each team.

Objectives: With these interfaces I aim to fin

Background Theory: Human-Computer Interaction (HCI) research began in the early 1980’s due to the rise of personal computing in the late 1970’s. Prior to the 1980’s computing was carried out by IT professionals or dedicated individuals as a hobby. As a result of this the computer science community needed to find a way to present information for a wide variety of humans. HCI theory is broken up into three parts; how humans process information, how computers store and present information to its users and the interaction that occurs between the two to address the required action. Humans receive information via certain channels; visual, auditory, haptic and movement. Information is then stored in classes of memory; sensory, short-term, long-term and processed via reasoning, problem solving, skill acquisition and error. Users share common capabilities but also have distinct differences to be considered when designing HCI concepts. Computers have similar human features that are used to process information; input/output devices, memory and processing power. The interaction between a human and a computer addresses the translations between what the user wants and what the system does. Interfaces are used to deal with these interactions hence the style of an interface is determined by the style of interaction that needs to occur.

**planning and time-scale**

**summary of completed work**

**bibliography and citations**

Human-Computer Interaction (3rd Edition) (website)

Interaction Design: Beyond Human-Computer Interaction (5th Edition), Wiley 2019

Sketching User Experiences: Getting the Design Right and the Right Design, Elsevier 2007

The Encyclopedia of Human-Computer Interaction, 2nd Ed.

**some form of diary.**

**Appendix (file structure)**