

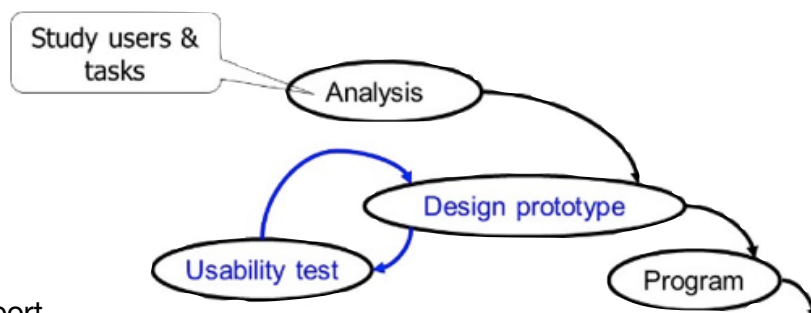
ASSIGNMENT SPECIFICATION

1) Assignment Objective:

-Learn the HCI design process.

2) Assignment Mode:

- Group assignment.
- 3-4 students per group.
- 4 reports and presentation.
 - (i) Proposal
 - (ii) Analysis Report
 - (iii) Design & Prototyping Report
 - (iv) Evaluation Report.



3) Assignment Tasks:

Select a computer system with software interface, and develop a prototype.

Week	Tasks/Activities
W1	<ul style="list-style-type: none"> Form assignment group. Each group proposed a computer system with software interface and get approval from your tutor. Hand in group name list and assignment title.
W2	<ul style="list-style-type: none"> Preparing proposal. [Refer to Appendix A]
W3	<ul style="list-style-type: none"> Users analysis with Personas.
W4	<ul style="list-style-type: none"> Task analysis with Hierarchical Task Analysis (HTA). Hand in Proposal (hard copy with cover page)
W5	<ul style="list-style-type: none"> Preliminary design with Storyboard.
W6	<ul style="list-style-type: none"> Preliminary design with Storyboard. Hand in Analysis Report (hard copy) [Refer to Appendix B]
W7,W8	<ul style="list-style-type: none"> Prototyping
W9	<ul style="list-style-type: none"> Writing Test tasks
W10	<ul style="list-style-type: none"> Heuristic Evaluation [Refer to Appendix D] & Usability Testing [Refer to Appendix F] Hand in Design & Prototyping Report (hard copy) [Refer to Appendix C]
W11	<ul style="list-style-type: none"> Presentation [Refer to Appendix E] Hand in Evaluation Report (hard copy) during your presentation [Refer to Appendix D]
W12,W13	<ul style="list-style-type: none"> Presentation Hand in Evaluation Report (hard copy) during your presentation [Refer to Appendix D]
W14	<ul style="list-style-type: none"> Assignment feedback.

4) Report Specifications :

- Font type: Times New Roman or Arial
- Font size: 11 or 12 (use 14 or slightly bigger size for title)
- Line spacing: Single/1.5

5) Late Policy:

- ALL assignment deliverables must be submitted on due date.
- For late submission, there will be a reduction of absolute marks from the mark's score submitted:
 - Late 1 to 3 days after deadline of submission: minus 10 marks;
 - Late 4 to 7 days after deadline of submission: minus 20 marks;
 - Late more than 7 days after deadline of submission: 0 marks

6) Plagiarism

If plagiarism is determined, the following penalties may apply:

- a. order that the maximum marks awarded to the student for all the courses passed in that examination may be downgraded to a minimum pass grade;
- b. order that the student has failed in the examination of any course or programme or part of a course or programme or the whole of the examination concerned;
- c. remove the name of the student from any pass list;
- d. suspend the student from any College examination for such period as the Disciplinary Authority may decide;
- e. Order that the student has failed the whole of the examination concerned and that the student be required to leave the programme(s) and refuse re-admission to any programme of study in the College. Eg. student who are pursuing dual-programmes (*Bachelor of Science and Advanced Diploma in Science courses*).

***Please refer to : http://www.tarc.edu.my/pubinfo/n_dqaplplagiarism.htm*

=====APPENDIX A=====

Appendix A : Proposal (20%)

Proposal should included all of the following parts:

(i) Introduction (5 marks)

- Brief description of your proposed computer system, target audiences/users.

(ii) PACT Analysis (8 marks)

- People, Activities, Contexts, Technologies (PACT) Analysis.

(iii) Usability goals (5 marks)

- Choose and justify the usability goals which you consider to be the important goals for your system.

(iv) Reference (2 marks)

- List your references at this part, and use at least 1 academic reference in this report.

=====APPENDIX B=====

Appendix B: Analysis Report (20%)

Analysis Report should included all of the following parts:

(i) Persona (6 marks)**(ii) Task Analysis of current task (6 marks)****(iii) Scenario of current task (5 marks)****(iv) Environment analysis (3 marks)**

=====APPENDIX C=====

Appendix C: Design & Prototyping Report (30%)

Design & Prototyping Report should include all of the following parts:

(i) Preliminary Design (10 marks)

- Storyboard.

(ii) Detail Design (20 marks)

- Screen shot of your high fidelity prototype. (10 marks)
- Explain your design decisions from the aspects of : user needs, usability goals and cognitive issues. (10 marks)

** This part requires reasoning behind your design decisions. Explanation of design decision without any reasoning will not given any mark.

=====APPENDIX D=====

Appendix D: Evaluation Report (20%)

- Nielsen's Heuristic Evaluation

=====APPENDIX E=====

Appendix E: Presentation (10%)

- In this presentation, you are expected to show the knowledge/skills you have learned from this course.

=====APPENDIX F=====

Appendix F: Brief guidelines for conducting usability testing

Before starting:

- Introduce your prototype to the tester
- Acknowledge that the prototype may have usability problems
- Ask for permission to record the usability test

[Examples of software for recording everything on the computer screen and save it as video files

(1) www.bandicam.com (2) <http://screencast-o-matic.com/>]

During testing:

- Hand out test task one at a time to the tester
- Remember to ask the tester to "think aloud"
- Observe the tester interacting with your prototype. Let the tester perform his/her tasks independently.
- Observe the tester all the time during testing and record problems faced by the tester (E.g. long paused, excessive eyes movement, thinking, sighing, annoying, etc)

After testing:

- Thanks the testers for his/her time
- Asking the testers for their opinions about your prototype.