

# SWEN303 2022 Final Project - Pt1

## Prototyping

**Due: 1 June 2022 (Updated)**

This is a group project of 5-6 students. For this part of the project, your group needs to create a functional prototype and a video showing the prototype. **Select project, role, and members in this form** Deadline: **Friday 29 April**. See [ProjectGroups](#) for group formation.

## Design Review: Evaluation of the Prototypes

Each group will be formed from students who have their own personas, tasks, and designs related to the same project area. The first task is to **evaluate** the designs that have been proposed by the members of the groups. This evaluation will be a **heuristic evaluation**, **cognitive walkthrough** or some hybrid of the two, which you will document. You will present the results of the evaluation which will guide which features of the original designs your group will bring forward to the submitted prototype.

## Creating a testable prototype

This will be a digital prototype using, at a minimum, clickable areas which transition to different parts of the prototype. This prototype could have more functionality if you want to include it, however, it is possible to get full marks using a program such as Figma (recommended), Adobe XD, or Balsamiq. The prototype will be high enough fidelity for effective user testing, which will be done as part 2 of the project.

## Video and Documentation

As part of the documentation, we want you to create a video showing the prototype. The video will show the main functionality of the interface and try to emphasise the interactions particularly when some of the interactions might be complex or hard to describe in text.

## Submission requirements.

You will be submitting a link to the gitlab.ecs repository for your group. For this part of the project there will only be 1 group reflection.

## Required content

1. Background to the project. This should be very similar/identical to at least one of the background of the previous projects. It could be updated if you want but does not need to be.
2. Personas. With a description of how the multiple personas coming into the group were merged to form between 4 and 6 Personas.

3. Scenarios. With a description of how the scenarios were merged and decided upon.
4. Designs ideation. This shows the different designs that were created for Assignment 2. Copy and Paste from the previous projects is fine.
5. Design review. Discusses the evaluation of these designs and pros and cons of each design using an "expert" evaluation technique of Heuristics or Cognitive walkthrough, or another system that you find and describe. ( with individual contribution to reviewing identified )
6. Prototype. This is the first full design of the interface for user testing. With a description similar to assignment 2, but updated to include input from the group. And all the interactions fleshed out
7. A video showing the prototype (min 30seconds max 5mins)
8. Group Reflection but submitted as an *Individual Report* some ideas to reflect upon (will add some ideas as people ask):
  - Reflection on merging of the designs
  - Best and worst parts of the prototype
  - Listing of your individual contributions
  - Discuss your group roles from the Animal role types and how your group worked together
  - Discuss what you learned from doing the design review evaluation methods
  - What you learned doing this project

## Assessment Criteria (Updated)

There are four main components that are graded about the design:

### UPDATED

- Design Review (30%) (Individual mark)
- Prototype (40%) (30% Group and 10% Individual marks)
- Video (10%) (Group mark)
- Reflection (20%) (Individual mark)

We will be using a rubric for this assignment, see [Proj1Rubric](#).

The assessment will consider both presentation and content. The presentation will be based on how easy it is to read, correct spelling, grammar, punctuation, clear diagrams, and so on.

The remaining content will be assessed according to its clarity, consistency, relevance, critical engagement and your demonstrated understanding of the material in the course. We will not mark you down because you missed a detail that covers a fairly minor situation, but we will if the missing detail is important to the strength of your argument.

Gitlab is compulsory for this assignment. Students should use gitlab to document their process during the development of this assignment. Documenting work will make it easier to show who was responsible for which tasks.

## Submission

Please submit your assignment into the following submission assessment items:

- [Project Part 1 Group GitLab Project/Repo](#)
- [Project Part 1 Reflection Report](#)

## Q&A

- Q: If I have a question about the project part 1 where shall I ask?
  - Please use [Discord](#) (please use your real name) or ask on the forum first for Project Part 1 topic: <https://ecs.wgtn.ac.nz/cgi-bin/yabb/YaBB.pl?num=1650865165>
- Q: Is there a sample video for this project?

- [Video Example for Project Part 1](#)