

## Assignment 2: Final Design of a SmartGarden App

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Due: 5pm, October 18, 2017

Worth: 15%

This assignment will help you develop important skills in interface design:

- summarising intended users and their tasks;
- developing and refining an unambiguous user interface description;
- presenting the results of your work in a document.

### Background

REMIT 10 Inc. was pleased with your SmartGarden App design concepts (Assignment 1). They have therefore extended your contract, and they now want you to finalise a design (note that the design is allowed to be substantially different to that of your first assignment).

### Design brief

Your continued brief from REMIT 10's CEO is again terse and open to interpretation:

*"We liked your design concepts, and we are confident that you are the right consultancy to work with us in finalising the design for our SmartGarden App.*

*We want you to give us a final interface design for our new app. We need you to give us an unambiguous description of how the user will interact with the app: what states can be reached and how they are reached; basically we need to know exactly how the user will interact with all parts of the interface. Don't over-concern yourself with the fidelity of graphical design – we have a strong team of graphical designers who can beautify your designs."*

### What you should do

*Precisely* describe your intended user interface design. I would strongly recommend basing your design description around the user's key tasks. I would also strongly recommend that you make extensive use of figures and accompanying text descriptions to clarify exactly how the user interacts with the app.

The "Steve Jobs Patent" is available on Learn. It provides an excellent example of how to weave figures and text together to make an unambiguous user interface specification: <http://learn.canterbury.ac.nz/mod/resource/view.php?id=439207>

Don't get carried away with the Patent format – you are writing a report, not a patent. Your report should include a short introduction (not more than two pages), followed by the main body of the report.

Your report should also clearly and succinctly describe who your users are and the main tasks they wish to complete with the interface. You should clarify your expectation regarding the frequency and importance of the tasks supported.

## **Work in your original teams**

You will preferably work in your original teams, although reforming groups is permitted. Anyone wishing to work individually **must** confirm with me, at least two weeks before the due date.

## **What you should submit**

Each team should email a single PDF document of up to 30 sides to [andy@cosc.canterbury.ac.nz](mailto:andy@cosc.canterbury.ac.nz). One submission per team. The submission must include the name and usercodes (e.g., xyz123) of all team members, and the final page should contain a statement of the primary contributions of each of the team members.

Late submissions will be accepted up to 1 week after the submission date/time. Late submissions will incur a penalty of 15% of the maximum possible mark.