



CS-200 - INTRODUCTION TO HUMAN-COMPUTER INTERACTION

Workshop 6: Report writing

26/3/2021

PROGRESS

- Phase 1 & Milestone 1 
- Phase 2 & Milestone 2 
- Up next: Final report (including contribution summary)
- Final deadline: **27th April 2021, 11am**

REPORT

- **Format:** PDF
- **Requirement:** One per group
- **Proportion of total coursework mark:** 60%
- **Filename:** <group number>.pdf (e.g., 25.pdf)

REPORT LENGTH

- **Length:** 10 pages A4 (maximum)
- In the following slides, red boxes are *possible* length suggestions for each part of the report
- Example:

A few lines

½ page

1–2 pages
- **These are a guide only**, and you are free to tailor the length of each section for your own submission

FRONT MATTER

- **Header**

A few lines

- Title
- Group number
- Student names
- Student numbers

CONTRIBUTION SUMMARY

- **Foreword**

½ page

- Be honest about how the group process went
- Which parts did each group member contribute to?
- Acknowledge parts that did and did not work well
- You are a team – the expectation is that you made individual and different contributions

FRONT MATTER

- **Introduction**

½ page

- Overview of the project process
- Briefly describe the challenge and the stages you went through, with a summary of what you did

PHASE I: UNDERSTANDING THE USER

- **Tip:** split into subsections:
 - Autoethnography
 - Ideation and design
 - Personas
 - Scenario

PHASE I: UNDERSTANDING THE USER

- **Autoethnography:**

1 page

- Written in prose – e.g., the method you followed, what you were trying to find out, etc.
- Include a summary of the results you collected – can be visual (e.g., graphs/charts) or just sentences highlighting the main (representative) points

PHASE I: UNDERSTANDING THE USER

- **Ideation and design:**

1 page

- Describe and illustrate your design(s)
- Describe the benefits provided
- Link back to your findings

PHASE I: UNDERSTANDING THE USER

- **Personas:**

½ page

- You'll need two distinct personas;
- A set of fictional attributes and user goals related to your new Zoom interaction design (see lecture slides)

PHASE I: UNDERSTANDING THE USER

- **Scenario:**

½ page

- One scenario
- Ensure it is concise but clear
- Include all four components (see lecture slides)

PHASE 2: PROTOTYPING

- **Prototype – design:**

1–3 pages

- Describe and include labelled, annotated photographs of your prototype as figures
- Explain its behaviour in its key states/scenarios/contexts
- Ensure you show its behaviour in *all* key states

PHASE 2: PROTOTYPING

- **Prototype – testing:**

½–2 pages

- Explain clearly how you will enable your prototype to mimic a working system
- Indicate what the user will experience, and **how** it is being simulated
- Remember: you **must** convince the user your prototype is to a large extent working, even if it is not (i.e., WOfz)

PHASE 3: EVALUATION

- **Tip:** Split into sections:
 - Without users (expert/heuristic evaluation)
 - With users (user study)
 - Procedure
 - Results

PHASE 3: EVALUATION

- **Without users (expert evaluation):**

1–1½ pages

- Use the correct heuristics!
- Display as a table:
 - For example, three columns for: the 11 heuristics; a simple pass or fail; a justification/explanation of this
- Describe (in prose) any changes you made as a result

PHASE 3: EVALUATION

- **With users (user study):**

- Procedure:

1–1 ½ pages

- In prose describe your study plan (i.e., how you conducted the study)
 - For example: the participants, methodologies used, tasks, ordering, data capturing methods, etc as described in the specification sheet

PHASE 3: EVALUATION

- **With users (user study):**

- Results:

1–1½ pages

- How did you analyse the data?
 - What did you find out?
 - Quantitative data can be put into graphs or percentages; interesting (and representative) qualitative data can be quoted

END MATTER

- **Conclusion:**

½ page

- Summarise the work you did and what you achieved
- Reflection – which activities did not go well, and/or did not happen as planned? Are there any parts of the process you would change if you did it again? What did you learn most from the experience?
- What future work could you do to improve this project?
- References (if needed)

Understanding the user (25%)

Bad fail (0-30)
Fail (30-39)
3rd (40-49)
2ii (50-59)
2i (60-69)
1st (70-85)
High 1st (85-100)

Summary of key findings from the individual autoethnography exercise

Description of one or more meaningful new Zoom interaction designs, and explanation of how these were informed by your results, providing real benefits

Description of two or more distinct personas of typical users of your new design

A scenario describing how your final system design behaves, and how users interact with it in various use-case situations

Prototyping (25%)

Description and presentation of a believable mock-up / prototype of your design

Clearly explained examples (e.g., using labelled images or diagrams) of your design's behaviour in a range of use-case situations

Explanation of how you will test your prototype in a way that gives users the impression it is working

Evaluating (40%)

Present a complete expert evaluation that includes all 11 characteristics

Show you understand each characteristic (e.g., more than just yes/no answers),
via instances of where each one is well applied or broken

Present a practical, realistic and ethically-sound plan that will collect useful data,
and could be used by others to replicate your study

Detail pre-, during- and post-study data collection methods, including a range
of valid and useful questions that would lead to useful responses

Summarise the findings from your study, reflecting on its success,
any issues arising, and implications for your design

Presentation (10%)

A complete, well-presented standalone report (with introduction, conclusion, etc.),
including a foreword outlining each group member's contribution to the project

High standard of spelling and grammar

TIPS AND TRICKS

- Writing as a group:
 - Google Docs, Office 365, Overleaf, etc
- Parallelise – assign specific sections to individuals
- First draft \neq perfection
- Get feedback from each other often – address problems early