**Human-Computer Interaction 1 Semester 2024/2025**

Report 1 Template

- Deadline: February 6, 2025

- Your report should include the following sections; you’re free to include additional sections:

o Title

o Team members

 List the names and emails of your team members.

o Team background

 The academic background and expertise of the team members.

o Project Motivation/Introduction

o This exercise requires deep and good understanding of chapters 1, 2, 7 and 10 of the book “Interaction Design…”). The following should be covered in your report:

 Discuss how you went about this extensively

 Discuss all the techniques you have used for data gathering (interviews, questionnaires, field observation, etc.) during this exploratory/requirement/understanding the problem phase. A combo of at least 2 techniques is strongly advised. Justify your choices with respect to data techniques used. Also discuss the following:

 Set of questions/interview (enquiry) script

 Pilot Study

 Report from pilot study and the impact it had

 The main field exploratory interaction/study:

o The participants: How did you choose them? Did you have to compensate them for participation in the data gathering phase? What are their demographics (gender, average age, previous experience with computers or technology in general, etc.)? Support your answer with numbers and statistical measures. For instance, we had 5 males and 10 females, average age 20; all are college students with average 10 of experience with computer and social media…etc.

 List all the tools you have used for data collection.

 Examine at least 5 existing interactive computer system published or created no later than 5 years ago, in the problem space you’re working on using Google Scholar (https://scholar.google.com/).

Note the strengths and weaknesses. See what you can glean from them. Knowledge from this can be shared with users and ask for their opinion.

 Analysis of the responses from “understanding the problem” (thematic analysis, extraction of salient points)

 Refinement/narrowing down of the problem (techniques such as ranking, dot voting, card sorting would come in handy here)

 Reflections

o Conceptual/User Model

 Personas

 Metaphors

 Interaction and Interface Type

 Story Board

 User and tasks description

 Use Case

 Task Analysis

 Design Requirements

- Preliminary findings

o Report the initial findings from the exploratory data gathering phase.

 The assumptions that were validated or invalidated after data gathering.

 Any prevalent behavioral patterns that you have noticed in your study.

 Your comments about the techniques you have used during this phase.

- Submission requirements

o Each group will submit one report

o The report would be submitted via a Google link

o Ensure to write the roles each team member played at this stage.