

Papir | SOFTENG 350 Assignment # 3 Design Document

6273632 - mkem114

May 28, 2017

Table of Contents

1	Walk-through	2
2	Colour Scheme	5
3	Borders Scheme	5
4	Fonts Scheme	6
5	Resources Used	6

1 Walk-through

Students are learning about Data Computer Interaction; a new field about how to deal with data security, agency and privacy in their SOFTENG 346 paper. Their lecturer is using Facebook as an example to the class while having multiple ‘case with structured question(s)’ peer assignments for them to work through.

Their lecturer sets them an assessment on Papir (the learning content and management system) which has relevant information for them to review before answering each question. (fig. 1)

When the students “Submit” the answers are saved and they are taken back to their list of assessments. (fig. 2) After the deadline their answers are sent to their peers to provide feedback on their answers. They can then give their peers feedback on their answers by clicking on assessments with “Feedback:” in the title. (fig. 2)

Students can give feedback on their peer’s answers and can refresh their memory by viewing the relevant questions and case. (fig. 3) When they click “Submit” their feedback is saved and they are taken back to the list of assessments. (fig. 4)

Clicking on “Past” portion of the assessments allows them to see assessments they have previously done. (fig. 4) Click on “Data-mining Ethics” will allow them to see their submitted answers and their peer’s feedback for them (provided it has been given, otherwise it will be blank). (fig. 5)

The screenshot shows the Papir assessment interface. At the top, there's a dark header with 'UoA' on the left, course codes 'SOFTENG346', 'SOFTENG352', and 'SOFTENG365' in the center, and a user profile 'Carlos' on the right. Below the header, the main title 'Social Media's Algorithms' is centered. Underneath the title, a progress bar shows 'Worth: 2%' and 'Starts: 20th March 17:00 Due: 27th March 17:00 Attempts Remaining: ∞'. The left sidebar contains a list of navigation items: 'Assessments' (highlighted in blue), 'Files', 'Modules', 'People', 'Piazza', 'Syllabus', and 'Quizzes'. The main content area is titled 'Case: Facebook's Algorithms' and includes a paragraph of text about Facebook's algorithms. Below this, there are two questions, each with a text input field. Question 1 asks to discuss the amount of real accounts as a proportion and the impact on advertising. Question 2 asks to discuss a simple way to offer users what they want to see. At the bottom of the main content area is a blue 'Submit' button. The footer contains links for 'About', 'Terms', 'Help', 'Privacy', and 'FAQ'.

Figure 1: filling in the case with structured questions

The screenshot shows the top navigation bar with 'UoA' on the left and 'SOFTENG346', 'SOFTENG352', 'SOFTENG365', and a user profile 'Carlos' on the right. The main heading is 'SOFTENG346 Data Computer Interaction'. On the left is a sidebar with links: 'Assessments' (highlighted), 'Files', 'Modules', 'People', 'Piazza', 'Syllabus', and 'Quizzes'. The main content area has three sections: 'Current' containing 'Social Media's Algorithms' and 'Feedback: Data-mining Ethics', 'Past', and 'Future'.

Figure 2: list of assignments; specifically the current ones

The screenshot shows the 'Feedback for Data-mining Ethics' page. The top navigation bar is identical to Figure 2. The main heading is 'Feedback for Data-mining Ethics'. Below it, a status bar shows 'Worth: 1%', 'Starts: 27th May 00:00', 'Due: 14th June 23:59', and 'Attempts Remaining: ∞'. The section title is 'Case: Facebook's Algorithms', followed by a paragraph about Facebook's algorithms and a link. Below this is 'Question 1' with the text 'Is it legally binding if you agree to a very long written contract without your knowledge?'. It shows 'Emma answered: Yes; in New Zealand at least.' and a 'Your feedback:' section with a large text input area. A blue 'Submit' button is at the bottom. The footer links 'About | Terms | Help | Privacy | FAQ' are at the very bottom.

Figure 3: filling in feedback for another class peer

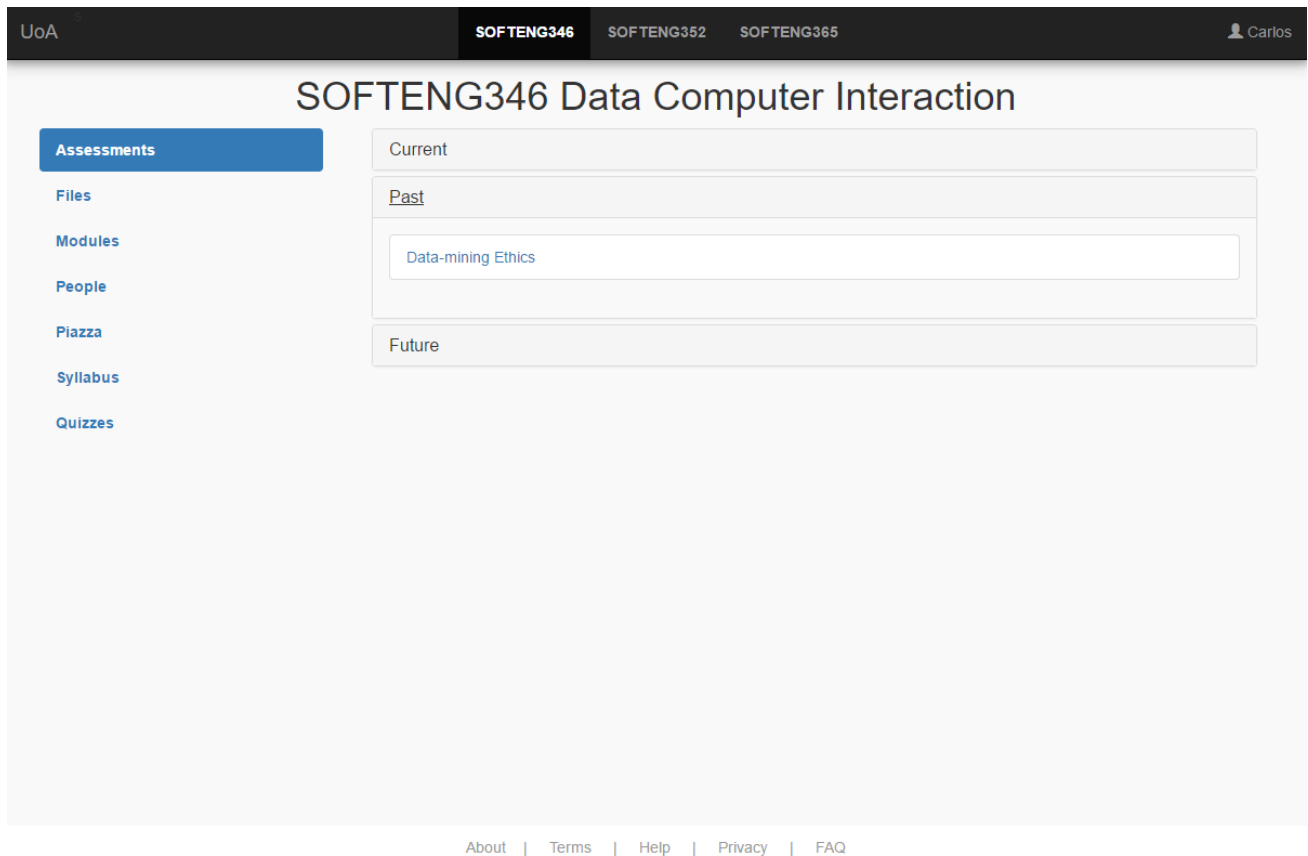


Figure 4: list of assignments; specifically the previously submitted ones

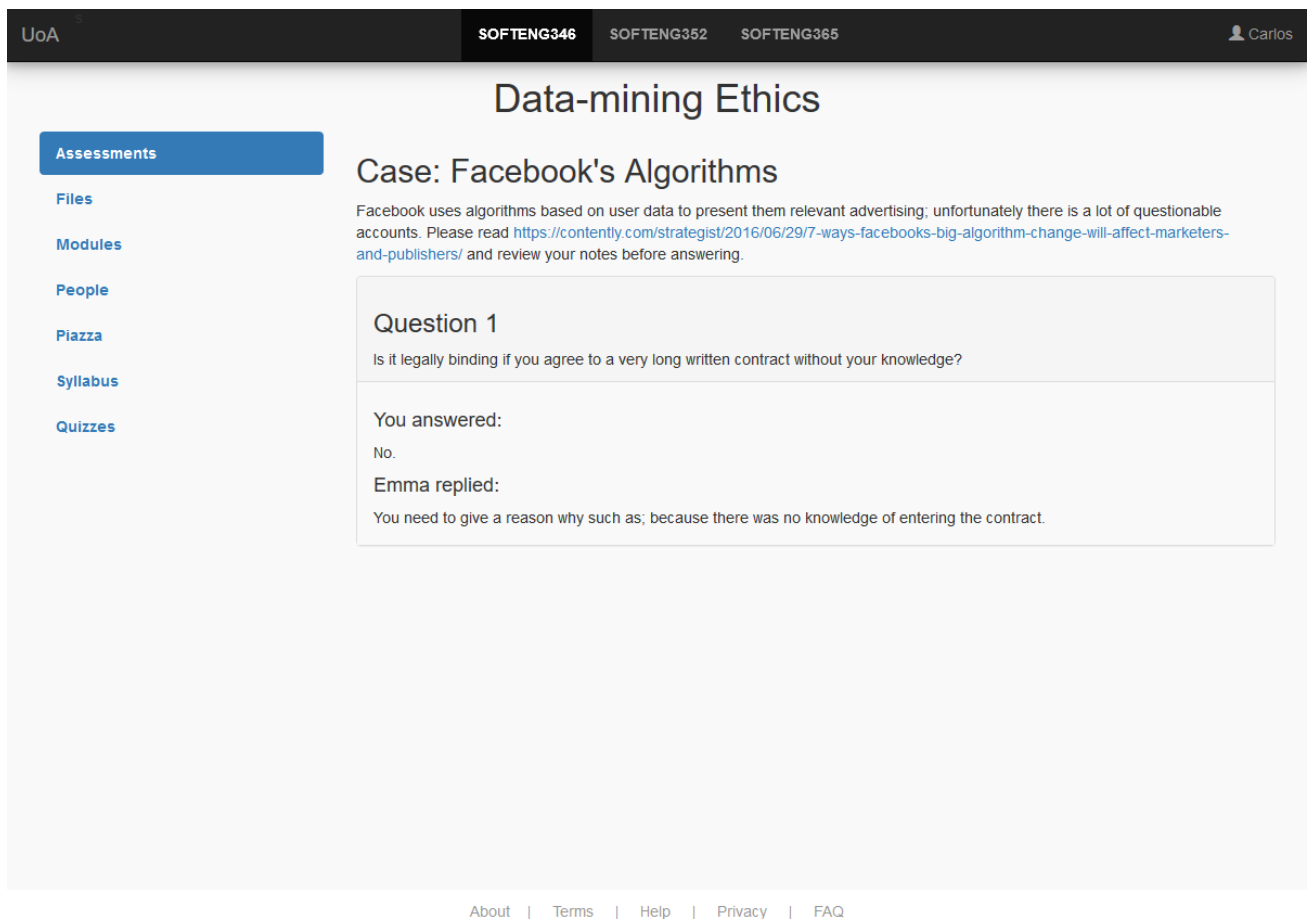


Figure 5: reviewing another peer's feedback to the user

200-600words

UI not implemented

list features that you thought you couldnt do -remembering stuff to be saved in fields

UI implemented

- other courses (SE364, SE351, EG303)
- personal settings
- home/home button
- footer links

2 Colour Scheme

50-200 TALK ABOUT INPUT TEXT TALK ABOUT HIGHLIGHTING WITH CLICK OR TAB

- slightly off white background
- white nav text, black bar, slightly less black active, grey glyphicon
- white footer
- black submission details
- blue side bar with white text bolded
- footer text color
- hover colour (white on navbar, darker on pill text and button)
- active colour (white on navbar text, darker navbar box, blue pill and white text for pills)
- submit button and text
- accordion container, group,panel,body,list,badges
- Question group, heading, group, header, answer box,

3 Borders Scheme

100-250

- the horizontal rules around the submission details
- footer to main
- nav to header
- header to main
- sidebar to content
- — between the footer items

4 Fonts Scheme

100-250

- assignment submission details
- bolded categories
- bolded subject
- more bolding? what is not?
- 3 fonts of nav
- font of categories
- font of content.....
- font of footer

5 Resources Used

bootstrap

- navbar
- person glyphicon
- search for glyphsicons
- look at classes (go through with a class equals ”