WSS551 – Interactive Design for Web Systems

Instructor: Dr. Andreas Constantinides

Semester: Spring

Project Part #1

Assessment: 40%

Deadline: 28 March 2022 (23:55)

Penalty: 5% if not delivered on time

General Philosophy:

Your team has to decide the system/project with which it will work from now until the end of the semester. You will work on that system's design. You will submit work approximately every 3-4 weeks, which will eventually lead to the final design document and application.

Assessment allocation:
o   Part # 1 (40%)
o   Part #2 (50%)
o   Presentation (10%)

Project description – PART #1:

In this part, you will work on the first phases of User-Centered Interactive Systems Design methodology and prototype design. So, you will be starting the system's design from requirements and needs analysis.

What you need to do is summarized below:

1. Find the idea!!!
   Find an innovative idea that incorporates cutting-edge web and smart devices-related technologies. Think about the novelty of the idea especially in terms of interactivity (e.g., think about using gestures, augmented reality or other.) Compare it with existing similar systems (if one exists) and point out the disadvantages and advantages of the latter.
2. Collect ideas from users in relation to the proposed system.
   Define the system's typical users. Discuss the system with the future user/clients. Design a detailed questionnaire to be given to typical users. Analyze the results of the questionnaire.
3. Decide on the basics of design
   It might be dependent on the hardware and software to be used, prior conventions, as well as the suitability for the specific task. Questions that might need to be addressed: WIMP interface or command language? What will be the input/output devices, technical restrictions, etc?
4. User Requirements Specification.
   What are the user requirements: what does the user want the system to do, how does he want to enter data, to display data? Suggest different personas, use-case scenarios and/or dialogues on the product. Consider different aspects regarding computer and human characteristics as well as their interaction.

5. Prototype Design & Evaluation

   Design alternative system prototypes. You are allowed to design the "screens" with any tool you wish for either both the web and the smartphone. There is a possibility that the team thinks of two or more alternative designs for the same system. In such case, describe them in your report (possibly with some indicative screens), explaining what led you to choose the one you did. Select an evaluation methodology and discuss the results with respect to various usability/UX metrics.

6. Experiences

   Write conclusions and experiences gained during this part of the project.

Feel free to enrich your Interactive Design Methodology with any other means you consider important in addition to those introduced above.

Combine all the resulting documents and submit a single one using the e-learning platform on the designated date!