

## COMP1649 Human Computer Interaction and Design

ID:		Final Grade:			
Report		Assessor Comments		Maximum Marks	Actual Marks
	Appropriate referencing in Harvard style of relevant background literature (journal papers, conference papers, academic books) throughout the report. The quality and relevance of the included resources and their suitability to support your writing are important.			5	
	A discussion of different frameworks for Interaction Design followed by a justification for a framework that has been used for the design task of this coursework. Include a discussion and visual representation of the design process that has been followed.			15	

<p>Evidence that appropriate research activities have been carried out to generate requirements for the Interaction prototype. There needs to be a clear link, documentation and justification for each core requirement. Relevant background literature (e.g. cognitive psychology, interaction design theory) needs to be integrated. At the end of the section you need to provide a summary of the scope of your prototype, how it is informed by the contents of this sections and how it will work.</p>		20	
<p>A presentation of a detailed concept for an empirical research study that uses your prototype to test at least one assumption that you have made when designing your prototype. In this step you need to present the design of a research study including the question(s) that your research study attempts to answer, who the participants of your study will be, how the study will be run and how you will analyse the data. You do not need to run the study but you need to create all necessary instruments and documentation that is required for a usability expert to run the study.</p>		20	

	A conclusion drawing together the key facts, critical reflections on the limitations of the work that has been carried out and a discussion of potential future work if the project would be developed further. The conclusion needs to go beyond repeating what has been said elsewhere and show a clear vision of what the next steps for such a project would be.		10	
<b>High-fidelity prototype</b>				
	Clear links between coursework report and the corresponding prototype so that design decisions are well documented. Evidence of the effective and successful application of Interaction Design principles to create a prototype that can be used to test core concepts of your design and that is suitable as a learning tool for researchers and designers.		30	
<b>Total</b>			100	