IE 403
HUMAN COMPUTER INTERFACE
PROJECT PHASE I REPORT REQUIREMENTS

This course will consist of a semester-long project which will include the following

1. A short case study of some existing interface for a problem that you have selected

2. Designing, implementing, and evaluating a user interface: UI design is an iterative process, so you may have to build your UI multiple times by repetitive testing and refining as we shall see in the course.

3. A project group consisting of 4-6 people.

Choosing a Project
1. A project theme and some related topics have been suggested
2. Your project should be a web, desktop, or mobile interface.
3. Identify the target user population first, then their requirements as mentioned in the lectures.
4. If you choose to do a mobile application, note that it must at least be possible to emulate or best is to provide an "apk" file to conduct actual field evaluations

What to Hand In
Your project report Phase I should include the following parts:

• Group members : A list of your group members.

• Problem statement: Briefly state the problem(s) that your project will seek to solve. Take the user's point of view. Consider what the user's goals are, and what obstacles lie in the way.

• Case Study time line (could be tentative): look in Week1-Lec 2 for list of topics to consider under case study

• report file name could contain some creative group names , take clues from avatars, or gaming characters or something related to your project to make it interesting instead of traditional studentGroupNum.pdf

DEADLINE: MONDAY SEPT 7th, 9PM after discussions during the lab hours