

SECURITY CLASSIFICATION: Official (CLOSED), NON-SENSITIVE

Singapore Polytechnic

School of Computing

DIPLOMA IN INFORMATION TECHNOLOGY

ST0277 – Design for User Interaction (DEUI)

WARNING:

Plagiarism means passing off as one's own the ideas, works, writings, etc., which belong to another person. In accordance with this definition, you are committing plagiarism if you copy the work of another person or any external source and turning it in as your own, even if you would have the permission of that person. Plagiarism is a serious offence and disciplinary action will be taken against you. If you are guilty of plagiarism, you may fail all modules in the semester, or even be liable for expulsion.

Module Code: ST0277

Module Name: Design for User Interaction

Acad Year/Semester: AY2425 Sem 2

Module Coordinator: Janny Chan

CA Weightage: DEUI - CA3 (30%)

Assignment Type: Group of 3 students

Deadline: Week 19

Each group will be given 20~30mins to present or otherwise specified by your Tutor

50% of the marks will be deducted for assignments that are received within **ONE (1)** calendar day after the submission deadline. **No** marks will be given thereafter.

Exceptions to this policy will be given to students with valid LOA on medical or compassionate grounds. Students in such cases will need to inform the Tutor as soon as reasonably possible. Students are not to assume on their own that their deadline has been extended.

Module of Submission: In SP LMS-Brightspace

Instructions will be provided by your Tutor

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Submission Information and Guidelines

1. All submissions are via Brightspace folders, please refer to your Tutor for further details.
2. Only FINAL copies of documents are to be submitted, only latest copy of the same document will be taken.
3. Check the presentation schedule with your Tutor. Failure to present will affect your grade significantly.
4. Name your files for submission e.g Persona, Proposal etc
5. PDF documents must have:
 - a. Group number
 - b. Class e.g DIT/FT/1B/01
 - c. Members' full name
 - d. Members' Admission numbers
6. All submissions must be in **PDF** formats.

Assignment Background

This assignment consists of three distinct phases, each with its own deadline and each assignment brief released progressively.

The task is to re-design SP Mobile App, where you will propose new features and improvements to enhance the overall user experience.

This re-design project has three key deliverables: CA1, CA2 and CA3.

CA1(30%)

You will begin by researching to understand user needs, followed by creating concept sketches for the mobile app redesign. This phase focuses on generating ideas and laying the foundation for the improved design.

CA2(40%)

Building on the user research and needs analysis conducted in CA1, you will create interaction flows using wireframes and prototypes. Additionally, you will define the app's user interface and develop a usability test plan to gather feedback on your prototype.

CA3(30%)

In the final phase, you will execute the usability tests according to the plan from CA2 and generate a report with recommendations to further improve the app's user experience. Additionally, you will extend the app for tablet use by adapting selected features from your wireframes to optimize for tablet usage.

SECURITY CLASSIFICATION: Official (CLOSED), NON-SENSITIVE**Assignment Specifications – CA3****CA3 – Usability Report & Platform Transitioning Proposal (30%)****CA3 Part 1: Usability Test Report**

In this part, you will conduct the usability tests (UT) based on the plans prepared in CA2. The goal is to produce a report that details recommendations for enhancing the user experience of your app, while also evaluating how well the Principles of Interaction Design were applied and suggesting further improvements where needed

Each member of your team must complete at least **ONE Usability Test**, ie each member will be in charge of at least **ONE** UT. Work in a team to support each other with tasks like setting up equipment and taking notes, each member will be responsible for leading one test. The number of UTs will depend on the group size.

Group size	Total no. of UTs to be carried out
2	2
3	3
4	4

The report should follow a professional layout, including a Table of Contents, proper formatting, page numbering, citations (APA format), and an annex.

Your submission is a **Usability Test Report** comprising of relevant sections including:

- Usability Test Plan (from CA2)**

Insert the plan you have completed previously in CA2. *This portion will **NOT** be marked as it has been assessed in CA2 previously.*

However, you may want to improve or make changes to it before you executed the UT.

- Observation (Notes & Videos)**

Recorded video of the actual test conducted must be submitted. **Provide links to your video files if they are too big to uploaded for submission.** You are to capture the user's facial expression together with the interaction when using the prototype (i.e. finger movements on screen, tapping on buttons etc). The user's full face (not side profile) must be clearly visible, and the video should not be blurry or poorly recorded. **Poorly recorded, blur footages or side profiles of users will NOT be accepted.** Audio (if any) should be clearly recorded, so choose a quiet place when doing UT to reduce unnecessary noise.

Sit back and watch your users as they try to perform the tasks you've asked them to. Do not provide them with any background information or initial help. Since you cannot be there to help every person who uses your application, you shouldn't help these testers either. Let them skip a task if they get really frustrated, of course.

The key here is to sit quietly and watch. You won't learn anything from this process if you guide the participants along. Take videos and make notes while you watch which you refer to and incorporate them into your report later.

- Usability Questionnaire**

You can either use the sample usability questionnaire survey provided or create your own. Each user must complete a survey **IMMEDIATELY** after the test is completed so that you can have a rough holistic overview of how your app fares in terms of usability. You may conduct a short conversation with them after the test to clarify any observations

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(e.g. “I observed you were having trouble with the login screen just now, could you tell me more?”). You need to include these findings in the report.

4. Findings & Recommendations

For each of the UT, provide detailed description of the findings and combine all recommendations for overcoming the shortcomings found in your product. You may want to reaffirm if the Principles of Interaction Design you have incorporated in your design works. If the changes involve redesigning the screens, you are to present the new screens layout, annotation of wireframe are **NOT** needed.

5. Presentation slides [Dress Code : FORMAL]

You should prepare a set of presentation materials e.g. PowerPoint slides, videos, handout you deemed necessary to present this assessment and take note of the **dress-code** requirement. All members must present.

NOTE: You are **NOT** required to produce an updated prototype for the refined wireframes.

CA3 Part 2: Platform Transitioning Proposal

Increasingly, more mobile phone users are accessing contents using other platforms. Your group will extend your mobile application for tablet usage by translating part of your wireframes on selected features optimized for tablet usage.

You will propose at least **nine** new features (assuming 3-member team) that complement your existing app but are optimized for tablet use. No additional user research or usability testing is required. Instead, focus on features that will enhance the user experience on tablet.

Examples of features:

- Include language options
- Provide download of <contents : specify what contents etc>
- Provide upload of images (e.g for food reviews)
- Include Forum review → This may result in many features
- Etc.

The features proposed must be relevant to improve the user experience for Tablet users. Do not add features for the sake of adding, that affects the quality of your apps.

For each proposed feature, in 2~3 lines, describe where it will be incorporated, what it does and reasons for having that feature. Generic reason such as ‘to improve use experience’ is **NOT** acceptable.

Discuss the proposed list with your Tutor during consultation to avoid poor quality features added if you are not sure.

The proposal should have a proper report layout such as Table of Contents, proper formatting, paging, citation (either Harvard or APA format), Annex etc.

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Your submission is a **Platform Transitioning Proposal** comprising of relevant sections including:

1. Proposed Tablet features

Brief description of the new proposed features for the tablet. Do not provide lengthy explanation how it works but explain briefly what the features are and how the users' experience can be further enhanced.

2. Proposed Screen layouts

As a group, select part of the applications and produce screen layouts for Tablet apps i.e. how is the design for tablet look like. If it is an entirely new feature e.g. Customer Review, which the original mobile apps do not have, then show the screen layouts for this new feature.

3. Presentation slides

You should prepare a set of presentation materials e.g PowerPoint slides, videos, handout you deemed appropriate to present this assessment and take note of the [dress-code](#) requirement. All members must present.

Suggested Tablet Prototype Resolution Ratio: **4 : 3** (or 1024 x 768px) ; **Landscape** format

- Dress Code : **Formal(one-color shirt/pants), covered shoes**
- Prepare a set of presentation slides, all members must be present.
- Individual marks are awarded for critique and constructive comments given on other teams' presentation.

CA3 – Usability Test Report & Platform Transitioning Proposal	Marks allocation	Marks
Part 1 : Usability Test Report Group : <ul style="list-style-type: none"> Findings & Recommendations Presentation slides Individual documentation for a minimum of ONE usability test conducted per member: <ul style="list-style-type: none"> Video recording Observation notes User questionnaire Analysis of usability test 	Group Individual	15 30 25
Part 2 : Platform Transitioning Proposal Group : <ul style="list-style-type: none"> Tablet features Presentation slides Screen Designs 	Group	25
General Performance e.g <ul style="list-style-type: none"> Tasks completed timely Team player (e.g gathers information and shares useful ideas for discussions) Class Participation Self & Peer Evaluation (<i>minus 2 marks if not done</i>) Exhibit SP cores and attributes of a Self-Directed Learner 	Individual	10
Presentation <ul style="list-style-type: none"> Individual Presentation <i>(5 marks deducted if you are late for Presentation)</i>	Individual	10
Critique / Constructive Comments	Individual	5
Documentation Usability Test Quiz (done in Week13 – HBL)	Group Individual	10
TOTAL		100

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