



# Linked Project Overview

In groups, you will develop work through an interaction design and human-centred design process to develop an interactive system - an app, web app, web site, or other system. Your process will involve iteration, completing three 'cycles' of the process. At the end of each cycle your group will produce:

1. **A prototype** of increasing fidelity in each iteration; and,
2. **A report** and accompanying documentation to:
  - overview your **process**;
  - detail the **methods** you have used to investigate the context of use and/or evaluate your prototype;
  - your **analysis** of the information you have obtained through investigations or evaluations; and,
  - your **design rationale** for the decisions that you have made based on your analysis.

Assessment Weight:

DECO2500

45%

DECO7250

30%

The weighting for this assessment is an overall weighting - **each report does not have an individual weighting**. Key to the completion of this assessment is to submit each report, obtain feedback and critique, then ensure that each successive report responds to that feedback and critique. Please see the criteria for more information about this.

Each report must be submitted in order to pass this assessment item.

## Iterative Cycles

The aim of completing an iterative interaction design process is to identify a design for a system and then improve that design through obtaining feedback from people who will use that system. As the *UX Book* states, it is the “wash, rinse, and repeat” approach.

The three cycles that you will complete are:

- Report 1 Contextual Inquiry, Conceptual Design, Low Fidelity Prototype & Initial Evaluation
- Report 2 Adding in UX, Medium Fidelity Prototype & adding Rigorous Empirical Evaluation
- Report 3 High Fidelity Prototype & adding Expert Evaluations

Specific task sheets for each of these reports will be provided at the start of each cycle. Most importantly, the focus of the work you will be completing is the process that you follow to create the interactive system.

Our goal for the project is learning about HCI, UX and usability and not producing a polished product. You do not need to fully implement all of your intended functionality and it is acceptable for some of the functionality to be simulated, for example: hard-coded or *Wizard of Oz*.

## Project Domains



### Behaviour Change

Developing apps that help people change their habits is a growing domain and presents some unique opportunities (and challenges) in HCI. It may be that people want to get healthier, reduce food waste, decrease their consumption, save money or stop procrastinating. Whatever it is, when it comes to persuasive technology, there is a range of HCI considerations that support the development of a successful app in this domain. Our interactions may not be conscious involving channels of information from GPS to brain activity.



### Discovering

People like to exploring and learn about our world. It may be to learn more about their own neighbourhood, explore hidden features of a city, discover local wildlife, find out what's going on or to learn more about themselves. As people get out into the world there are extra considerations when developing apps. For example: if people are walking around a city with their attention on your app, could they inadvertently walk in front of a moving vehicle? We only need to think to the Pokemon Go incidents that were widely reported in the media.



### Transacting

What we used to do face-to-face we are now increasingly doing through an interactive system. We buy, sell, bank, enrol, vote, converse, share, book, cancel, insure, pay, chat, date, flirt, enquire, play, help, socialise, support and so much more through computer mediated systems. And the way we interact with these systems is continually changing. How do we design these interactions so that people engage with them, can make sense of them and use them effectively?

## Want to do a project outside these domains?

These domains are really just a guide and the suggested issues or kinds of projects outlined above are just ideas. It is fine for your group to decide to work outside of these domains.

However, we need you to talk to your tutor to get the okay first. Consider the Tips for choosing a project that have been outlined below as you'll need to make sure that your project fits within these.

## Tips for Choosing a Project

### *Pick a project that is the right size*

It shouldn't be too large or complex and should be easy to understand in terms of concept and functionality. Similarly it shouldn't be too simple. You want a project that you can work on through all of the concepts and exercises that you will be covering in your reports.

### *Number of users*

Another guide is to select a project that has more than one type or class of user.

### *Access to users*

In this project, you will need easy access to people who are representative of your target users. You will need to talk to them throughout the project: from contextual inquiry through to final evaluations. So, make sure that you choose classes or types of users that you are going to be able to meet with on a regular basis - this does mean meeting with them "face to face" in the same physical location. Important: if your target user includes "university students", you must go beyond students currently studying in the School of ITEE. You will learn a lot more by doing this and it will look great on your resume.

More important: We strongly advise against selecting children (under 18 years of age) as your target user as there are many special considerations that could prevent you from fully completing your project. A better alternative is to choose people who work with children such as teachers, child-care workers or parents.

### *Number of user tasks*

A good guide for your project is to think through the number of potential tasks that a user will need to undertake. So a website where people simply search for information is not going to be a good project choice as it is too simple and not have enough differences in the kinds of interactions that will be developed.

### *Number of use contexts*

Choose an application that people will be using in a number of different contexts. For example: an application that people might use privately in their home but also in a social context.

## Submitting your reports

Reports are to be submitted through a Turnitin link in Blackboard. These links will be opened close to the submissions dates.

Please note that in accordance with UQ Academic Integrity Policy, you must ensure that your report acknowledges all external sources that you use including appropriately designating direct quotes from those sources and referencing those sources. The preferred referencing style is APA, however you may use an alternative referencing style, please be consistent in your referencing.

Please review the UQ policy on Academic Integrity and Student Conduct available through myuq and the ITEE policy on **Student Misconduct (Including Plagiarism)** available here:

<https://www.itee.uq.edu.au/itee-student-misconduct-including-plagiarism>

and ensure that you have completed the online tutorial.

## Due dates

These reports must be submitted on or before the due dates outlined below. Please refer to the ECP for details of the school requirements for submission of assessment, compliance with due dates, and the processes to follow should you need an extension (there are strict time limits that you must comply with).

Report	Submission date and time
Report 1	12noon Wednesday 3 April
Report 2	5pm Wednesday 8 May
Report 3	5pm Friday 31 May

## criteria

There are 8 criteria for this assessment item:

1. Inquiry
2. Evaluation
3. Analysis
4. Design
5. Prototypes (Implementation)
6. Response to feedback and critique
7. Teamwork
8. Report