Project 4 Documentation

project 4 / worth 10% of your course grade / due week 14 – week commencing 18 April

Overview

This project gives you the opportunity to build dynamic web pages that contain data that changes. As a result we will be using Javascript to update the page and control CSS to give the user updates. We will start simply but these will become web Apps, then eventually we will progress to creating an App for a mobile device, using the same knowledge of HTML, CSS and JS. HTML is the content, CSS is the design and JS becomes the behaviour or controls the page interactions.

You will be using repl.it to develop HTML, CSS and JS with.

You will also learn the simple basics of Adobe XD as prototyping software.

Project

This documentation will be delivered alongside the final project. Identify a suitable project from the list, then develop Persona's (identifying goals and needs). Develop this further into Scenario's (user's experience, where they are located and how they will use the App). Also create Site Maps and Ethnographic (observation) study. Develop a flow chart of the user tasks that the App will help the user to achieve. Prototype your design of the design.

Deliverables

Please hand all of the following as a slide deck in PDF:

- **App Synopsis as an App Store Product Page**
- **Personas**
- **Screen flow/ user flow**
- **Wireframe**
- **Ethnographic/observation study**
- **Paper prototypes**
- **Results of paper prototyping testing process documented**
- **Digital prototype**
- **Final UI Design completed digitally plus any preliminary work such as style tiles, mood boards, inspiration and competitor analysis**

Policy on Use of Sourced Materials

Code can use small sections of code from other sources, ie not a complete page taken from another source. Cite these sources using comments in the code, HTML comments:

<!--Start of code from xxxx --!>

<!--End of code from xxxx --!>

In CSS:

/* Start of code from xxxx */

/* End of code from xxxx */

In JS:

// Start of code from xxxx

// End of code from xxxx

Please also list the sources and the sources of any images that are not your own on a PDF file submitted to Slate with your URL.

For more information on citations, please review:
https://ryanwprice.github.io/ixd-resources/cite.html

Deadline

The deadline is stated above, you can submit your work with 10% grade deduction in the week that follows. This is a bad idea, because rarely will students make up that 10%.

If you hand work in **on time** and the work is of a **failing grade**, you will be given the opportunity to **resubmit the work within one week of receiving the grade** from your professor.

If you have an accommodation, you may negotiate a submission date within reason after talking to your professor.

Delivery Format & Instructions

PDF submitted to SLATE, must be named:

LastName_FirstName_IXD_Behaviours_Project4.pdf

Schedule

See separate guide

Project Learning Outcomes

To achieve the critical performance, students will have demonstrated the ability to:

1. Analyze interactive objects to identify elements and relationships to user behaviour.
2. Apply the terminology and principles of information architecture in interactive problem solving.
3. Produce process documents such as diagrams, briefs and storyboards.
4. Integrate project concepts into functioning user behaviour

interactions.

5. Apply design principles such as sequence and priority to solving interactive user problems.
6. Integrate technical parameters and platforms into the development of design solutions.
7. Communicate functional and technical requirements for a variety of stakeholders clearly and concisely in visual, verbal and written documentation.
8. Apply logic and code to develop the technical underpinning of the interaction.
9. Explain the importance of integrating diverse perspectives to generate innovative solutions.
10. Define importance of project deadlines, milestones, resources and individual responsibilities in achieving project goals.

Evaluation Criteria

This project is worth 10% of the course grade.

- **Ability to identify the App potential (20%)**
  Analyze the feature and identify a group of users that need this feature through at least one persona with fully defined goals and motivations. A clear benefit of your solution to your user must be identified and stated (LO 1, 2, 3, 5, 6, 9)
- **Develop supporting documentation (20%)**
  Generate personas, scenarios, initial architecture of app, results of prototyping and how that iterated to your final project (LO 1, 2, 3, 5, 6)
- **Quality of visual presentation (20%)**
  Well-designed documentation that demonstrates an ability to communicate complex ideas in a visual manner. Development of the design of a contemporary UI through iterations from paper to digital (LO 1, 2, 3, 5, 8)
- **Written components (40%)**
  All submitted elements must be free of grammatical errors. The persona should succinctly describe goals and motivations of the user along with any biographical and supplemental information. The App store product page should effectively communicate the goals of the App and **persuade** users of the benefit and to download (LO 7, 9, 10)

L.O. refers to Learning Outcomes

100%	**Perfect Work:** Mastery of project learning outcomes. Requirements of assignment are satisfied through artful use of theory/skills to produce an innovative submission at a level that exceeds industry standards.
95%	**Rare Work:** Rare comprehension of project learning outcomes. Requirements of assignment are satisfied through expert use of theory/skills to produce a nuanced and original submission that meets industry standards.
90%	**Outstanding Work:** Outstanding comprehension of project learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce a highly original submission that meets industry standards
85%	**Exceptional Work:** Exceptional comprehension of learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce an original submission that meets industry standards.
80%	**Excellent Work:** Excellent comprehension of project learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce a submission with elements of originality that meets industry standards.
75%	**Very Good Work:** Thorough comprehension of project learning outcomes. Requirements of assignment are satisfied through the skilled use of theory/ techniques to produce high quality student work.
70%	**Good Work:** Good comprehension of project learning outcomes. Requirements of assignment are satisfied through the skilled use of theory/techniques to produce quality student work.
65%	**Competent Work:** Acceptable comprehension of project learning outcomes. Requirements of the assignment are satisfied with ample skill. Student demonstrates competence at a sufficient level to continue in the program.
60%	**Fairly Competent Work:** Moderate comprehension of project learning outcomes. Requirements of the assignment are satisfied with some skill.
55%	**Passing Work:** Passable comprehension of project learning outcomes. Requirements of the assignment are satisfied with limited skill.
50%	**Borderline Work:** Minimal comprehension of project learning outcomes. Requirements of the assignment are satisfied with marginal skill.
40%	**Poor Work:** Insufficient effort and/or minimal comprehension of project learning outcomes. Requirements of the assignment are not satisfied despite the completion all components.
30%	**Very Poor Work:** Submission is partial and/or of poor quality. An incomplete comprehension of project learning outcomes is demonstrated.
0%	**No Submission:** No work was submitted for review.