

IMD3901 - DESIGN STUDIO III

TEAM PROJECT UI SPECIFICATION (10%)

PROJECT BRIEF

OVERVIEW

Create a UI specification document outlining the details of your team project.

The following information should be included:

1.0 - Architecture

Using the supplied template, create an architecture document for the experience. This architecture should outline the flow of the experience based on the user's actions. In a standard web site project, the architecture would outline all of the pages belonging to the web site and how they connect/relate. In a project that is more freeform and does not contain defined screens, map the progression of the phases of the experience (flowchart) based on the probable use cases to "pages". Ensure that all of the "pages" are properly named and numbered.

2.0 - Wireframes

Create wireframes to outline interface functionality using the supplied template. A wireframe page must be created for each screen and interface step outlined in the architecture. The wireframes should indicate each point of user interaction and clearly outline the information/content presented on screen. Add notes to pages where required to further explain the screen.

3.0 - Diagrams & Physical Layout

Create diagrams/illustrations that illustrate your project's physical setup. This should include the placement of equipment and the user's position. For example, if your project is table-based, diagrams outlining the table's construction, its components and their placement, as well as the user's position would be required.

The diagrams may be sketched by hand, created in a tool such as Adobe Illustrator, or in a 3D package. Many studios use Google Sketchup (<http://sketchup.google.com/>) to create these diagrams as it is fast to use and has a great library of items (including objects and people) that can be used in the scene.

The diagrams should be detailed enough so that a client who is uneducated regarding the project would gain a good understanding of the project's construction, setup, and the user's position.

See Diagram Example on Blackboard

Google Sketchup Example

<http://www.behance.net/Gallery/Geometricaos--Interactive-Installation/357050>

TIMELINE

JANUARY 24th
UI Spec Document Due

The user interface specification document is due Friday, January 24th before the start of class.

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4.0 - Design Comps

Two screens outlining the overall design direction and layout are to be created based on 2 pages from the wireframe document. The design comps should be polished and appear as though they are screengrabs from the completed project. Please include them as full-size images at the end of the PDF file (it is fine if the pages for the comps are larger in dimensions than the other pages and landscape oriented, if necessary).

SUBMISSION

Please save the completed design document as a PDF file and name it as follows:

<team>_uispec.pdf

(where <team> is your team name)

The completed design document is due in the "DropBox" folder found inside of the "James Acres" folder on the Instructor drive.

Please optimize the PDF file before submitting to reduce file size. This may be done by selecting PDF Optimizer from the Advanced menu dropdown in Adobe Acrobat Pro.

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EVALUATION RUBRIC

OUTCOMES	EXEMPLARY (for example)	PROFICIENT (for example)	SUFFICIENT (for example)	POOR (for example)
ARCHITECTURE (4pts)	Architecture clearly lays out all of the project's pages/steps. A complete understanding of the flow the experience based on the most probable use case can be understood from the architecture.	Architecture clearly lays out the project's pages/steps, but is missing some detail and could be further broken down.	Key pages/steps are missing from the architecture. The connection and progression between pages is not completely clear.	Architecture contains major deficiencies. The connection and progression between pages is unclear.
WIREFRAMES (10pts)	Wireframes are detailed and provide a clear indication of the experience's flow, content, and points of user interaction.	Wireframes are completed for all screens/steps, though some points of interaction are unclear.	Wireframes are missing screens/steps. Content is not completely clear. Points of user interaction are unclear.	Wireframes are incomplete and missing key information relating to content and user interaction.
DIAGRAMS (4pts)	Diagrams clearly outline the physical layout of the experience as well as the user's position. All components are clearly named. Diagrams are well-executed in appearance.	Diagrams are clear, though could use further detail to better explain the components, layout, and/or user's position.	Diagrams lack detail making them unclear.	Diagrams are incomplete/poorly executed and are missing key information.
DESIGN COMPS (8pts)	Two design comps are completed. Layouts are polished and appear as though they could be screenshots of the completed project. Comps are consistent with the two selected pages from the wireframe document.	Two design comps are completed, though could use some polish. Comps are mostly consistent with wireframe document, though contain some differences.	Two design comps are completed. Attention to detail and application of design fundamentals are missing with the comps. Inconsistencies are present between comps and wireframe document.	Comps are very basic and lack attention to detail. Design strays greatly from wireframe document.