

FIT3175 Usability - S2, 2022

Project Brief

USABILITY DESIGN PROJECT (95% OF IN-SEMESTER MARKS)

OVERVIEW

Working in a small group, you will design and deliver a prototype of a mobile application that allows specific users to achieve specific tasks.

Through a series of design stages, you will complete individual and group tasks to ensure that your project applies principles and theories covered in the unit to improve the user experience of your application.

PROJECT BRIEF

Many people struggle with mental health issues for a variety of reasons, such as lack of time, family relationships, physical conditions, work load, etc. In today's world, a lot of people are turning to technology to help them manage their lifestyles. Since the use of mobile phones has become ubiquitous for people's lives, accessing mental health resources through them has also been facilitated. Controversially, the use of technology has also increased some of these issues.

Your group's goal is to design and deliver a prototype of a mobile application that allows users to manage and track their mental health.

Some high level requirements that will need to be covered by the proposed app are:

1. Allow users to find mental health resources relevant to the user; e.g. mindfulness, workshops, medical specialists, exercise classes, etc.
2. Send notifications and reminders about medication users need to take, or about healthy lifestyle habits that they need to attend to; e.g. calling family, doing exercise, doing mindfulness and breathing sessions, etc.
3. Use gamification options; for instance, by allowing users to score 'points' when they complete tasks like doing exercise, going out with friends, etc. Points could be used to grow/nourish an in-game plant or pet or something that motivates the user.
4. The app should provide the user with the option of tracking and notifying how the use of technology affects their mental health; for instance, how long they use their mobile phones in a day/week, use of social media apps, etc.
5. <additional requirement>
6. <additional requirement>

Also consider the wide variety of different features, commonly found in mobile apps, that may be useful to provide an engaging user experience:

- Using the device's camera to capture or scan
- Perform a search on the Internet
- Use a map to show the location of something
- Assign a rating or write a review
- Create and update a user profile
- Share content as a link or image
- Earn and keep track of daily points
- Get recommendations based on usage

- Send messages to other users

To note : Specific implementation of app features will be decided by the group during the project.

WORKING IN GROUPS

Kindly refer to [this announcement](#) to allocate yourself to a group by the **end of Week 1**.

The project includes stages that require timely completion of individual and group assessment work. Workload will be scaled to match the number of group members.

Once you have been allocated to a group, you will remain in that group for the rest of the semester.

Group members are expected to assume **key responsibilities**:

- Work in group assessments should be evenly distributed
- Agree on a communication platform for group members to use
- Agree on tools and methods for working collaboratively
- Let your tutor know as soon as possible when a group member fails to meet their responsibilities

While there are a few individually assessed tasks, this work will be very team-focused. It is very important to communicate regularly with your teammate(s). In other words: agree on a fair division of work and don't let your teammate down!

A peer evaluation will be completed by team members via [CATME](#) (more information on this will be provided when we are nearer to the date) after each group submission. This allows each team member to analyse team performance and contribution in group tasks. The teaching team can also monitor the performance of the team.

FORMAT OF DELIVERABLES:

For all your deliverables you should consider how you would present your materials to a potential client. Your submission should include (at the minimum) a title page, table of contents, an introduction and the content of the submission.

Also be mindful of quality over quantity! Make sure your responses to assessment questions demonstrate thoughtful application of theory and processes.

PROJECT STRUCTURE

Work for this project will be completed in 4 stages:

- **Submission 1 (Stage A)** - Data Gathering And User Analysis Report (30%, Group Task (15%) and Individual Task (15 %), due Friday Week 4)
- **Submission 2 (Stage B + C)** - Storyboarding and Low-Fidelity Prototypes (25%, individual, due Friday Week 7)
- **Submission 3 (Stage D + E)** - High-Fidelity Prototyping And Evaluation Report (30%, Group Task (15 %) and Individual Task (15 %), due Friday Week 10)
- **Presentation and Demo** - Presentation and Demo (10%, group but individually assessed, due in the Tutorial Week 12)

Assessment briefs and rubrics for each submission will be made available in relevant weeks during the semester.