## FACULTY OF SCIENCE AND ENGINEERING



**SEMESTER 1, 2015**

**IAB330 - Mobile App Development Assignment 1: UI Design and High Fidelity Due Date: In-Class (Week 5)**

## Submission Method: Blackboard

## Weight: 30% Overall Grade

**Submission Coversheet Declaration**

You must sign below. By signing this form you agree to the following:

* I/We declare that all of the work submitted for this assignment is our own original work except for material that is explicitly referenced and for which we have permission, or which is freely available (and also referenced).
* I/We agree that QUT may archive this assignment for an indefinite period of time, and use it in the future for educational purposes including, but not limited to: as an example of previous work; as the basis for assignments, lectures or tutorials; for comparison when scanning for plagiarism, etc.
* I/We agree to indemnify QUT and hold it blameless if copyright infringements are found in this work and the copyright owner takes action against QUT that is not covered by the normal terms of Educational Use.

The assignment should be attempted in a team of 2-3 students, and it is highly recommended that each team has the device you are developing for. Individual submission or a group of more than 3 is strongly discouraged. Consult with your tutor and unit coordinator if you have any issues.

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| **Team Member Details** | | |
| **Student Number** | **Student Name** | **Signature** |
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**Motivation:** To design a good mobile app, developers need to learn from other similar apps. Each app type usually has its own UI components, guidelines, and patterns.

## Task:

**1. Review 3 closely related mobile applications.** For each application, provide the name of the app, its category (e.g. utility), and attach some photos (while you use it), screenshots, or a thorough description on its functionalities. Then, provide your summary (bullet points acceptable) of the positive and negative aspects of the app, from design (interactivity), features, or functionality perspectives.

2. Based on your review, **list the design guidelines** to be used in your project, informed by existing recommendations by experts in the field.

**High achievement indications:** For each app, **cross-platform support is recommended.**

* Provide at least 2-3 detailed **critical** explanations of its merits and demerits. Report presents a comprehensive, and **critical** discussion of reviewed apps.
* Design guidelines are practical and well backed up by existing literature

Quality of work is not measured by the amount of words or pages, however, as a guideline:

* 1.5 pages review for each app (standard 12 point font, single line spacing, including 2-3 compacted images) is sufficient
* Top 5 design guidelines are clearly applicable for the app, and is well justified.

**Recommended resources to use**:

Mobile interface and interaction design principles and materials (books, forums, web pages, articles etc.)

## Referencing and Citation Style: QUT APA

Visit footer link for more information about QUT APA referencing and citation style.

**Motivation:** During the semester, you will need to develop a real application that is deemed worthy to be put on the Commercial App Stores, and for the scope of this unit, a fully functional beta product is expected.

A mobile app is usually not graphically complex (3D graphics and fully customised interface is not necessary), with very focused (small number) but well-executed functionalities. On average most students produce a simple but effective interaction flow of 6-10 screens.

## Tasks:

**1. Describe your app in ‘executive summary’ style:** its name, features and functionalities, and who the intended users are. This should be a paragraph or two.

1. **Discuss the use case scenarios (up to three)** which will guide your app scope.
2. Describe your **information architecture**: how the information flows from user inputs, storage and outputs.
3. **Static prototype of the entire app's interaction flow** (common submission formats include OmniGraffle, Adobe Photoshop, Adobe Illustrator, etc.).

For each screen, clearly show the interface and how the user will interact (gestures, keyboard, camera etc.) on that screen.

You should demonstrate the use of various UI components such as (**iOS**: "Tab Bar Controller”, “Navigation Controller”, “Table Views” etc.; **Android**: "Toast", "Action Bar" etc., **Windows:** "Radial Menu", "Hud Tile" etc.).

It is expected for you to show us that the interface design and interaction flow to be completely fleshed out and thought through in the static prototype.

1. Produce **Interactive and functional Prototypes** for 1 key feature in your app. For example if you are creating a note taking app, the prototype can show the interaction of applying text style (bold, italics) to text in notes.

Interactive prototypes need to be running on the simulator and/or on the actual device you are developing for.

# Assignment Submission

Assignment should include all parts listed above, compiled with **cover sheet (first page of this document) on the first page of your assignment**. Penalty applies if any of the requirements have not been met, as well as late submission.

1. All documentations should be submitted as PDF.
2. All files required to build and run your interactive prototype will need to be included.
3. Provide a README.txt that includes instructions on how to build and run your prototype.

Put the documentations and files into a folder and compress the folder into one ZIP file.

## Submission instructions will be provided on the Blackboard site as the deadline approaches.