

Team Project

TRU COMP 3450

Team Project Phases

- Phase 0 (5%) – Week 2-3
 - Pitch (conceptual model, team name, members)
- Phase 1 (5%) – Week 4
 - Project proposal (Research, target users, motivation, support, etc.)
- Phase 2 (10%) – Week 5
 - Requirements (specific for your team project)
- Phase 3 (10%) – Week 6
 - Designing alternatives (Design)
- Phase 4 (20%) – Week 9
 - Prototype
- Phase 5 (25%) – Week 11
 - Evaluation
- Phase 6 (25%) – Week 13
 - Final version of the project/Presentation

Requirements - 1

- 3 team members is best, 4 is okay
- Programming and user interface design should be part of the project
 - *Can be based in part on work from other projects, but all HCI activities must be completed, and project must embody the results of your HCI research*
- Using mobile platforms (Android or iOS device) and/or data science methods and/or microprocessors (Arduino or Raspberry PI) is highly encouraged

Requirements - 2

- A useful and practical application (product) should be the final outcome (not a toy program or product) that solves a real-world problem
 - Increase accessibility
 - Enabling some activity
 - Improving effectiveness or efficiency
- It should be testable with your target users.
 - NB: You will need access to target users!

Team Project Phase #0

The Pitch

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Phase #0: The Pitch

- Arrange a time to visit my office (HL 408)
 - Best time is office hours: W 9-11
- At least 1 team member: more is better
- One pager:
 - Project title
 - Project members
 - One paragraph description of conceptual model

Phase #0: The Pitch

- 1 minute informal presentation of your idea
- ~4 minutes Q&A
 - Visual & physical props (diagrams, sketches, photos, pictures) are great!
 - You can ask questions too 😊
 - **Convince me that your project is feasible and worthwhile**

Phase #0: The Pitch

- Marking scheme (5):

- 1:** show up

- 1:** one pager

- 1:** verbal pitch

- 2:** depth/quality

- *props*

- *consideration of*

- Research

- Feasibility

- Users

- Usability

- UX

- Evaluation