Example Annotated Table of Contents

1. **Introduction**
   This should set the scene and outline the assessment and the structure of the report.
2. **Background Research**
   (min – 1 journal, 1 conference, 1 authoritative website, 1 book)
   *This should include topics **relevant** to the coursework scenario, for example, but not limited to:*
   a. *Adaptive and Responsive Design*
   b. *Input methods – could talk about voice input, etc.*
   c. *Screen sizes, Operating Systems, etc.*
   Conclusion (Do not present anything new. It must show how these will feed into the development of the prototype)

   2.1 Legal, Social and Ethical Issues
   d. *Legal (e.g. Data Protection Act, Accessibility, etc.)*
   e. *Social (Does the creation of your prototype present any social issues?)*
   f. *Ethical (Does the creation of your prototype present any ethical issues?)*
   g. *Conclusion*
      (Do not present anything new. It must show how these will feed into the development of the prototype.)

   2.2 Guidelines and Standards
   h. *Outline the range of guidelines and standards available (there are many) for your consideration.*
   i. *Contextualise these into the coursework scenario.*
   j. *Conclusion*
      Decide which ones you will use and justify your choice. (Do not present anything new. It must show how these will feed into the development of the prototype)
3. **User Requirements - note this is part of design principles**
   a. *May be a Focus Group or Secondary Research, e.g. Websites, statistics, etc.*
   b. *User Personas – min two, but could be more*
   c. *Scenarios - What are the key tasks? Min 2, but could be more.*
      (user personas and scenarios should be justified)
4. **User Interface Style Guide**
      *Remember you are creating a look i.e. brand – do not forget to **justify** your choices*
   a. *Layout – wireframe(s)*
   b. *Colour scheme*
   c. *Font style*
   d. *Graphic design elements: icons, images, multimedia etc.*
   e. *Conclusion – Restate how your choices make for an effective interface design.*
5. **Design and Development**
   a. *Low Level Prototypes*
      i. *Design 2 low level prototypes based on scenarios and personas developed in section 3 above. Show the design process and how they map to the points you raised in the report so far.*

        ii. *Selection Process - Decide on the criteria to judge these by and select one. Refer to your findings in Guidelines and Standards above.*
            1. *Talk about evaluation techniques and justify the one you will use to decide which one to take forward.*
   b. *Final Prototype Design*
     Show development and how they map to the points in the report, and outline using the two scenarios/personas developed earlier.

6. **Product Evaluation**
This may be a Heuristic Evaluation, cognitive walkthrough, focus groups, etc. You must discuss those.

7. **Conclusion**
Draw together key points to demonstrate 'proof of concept' and illustrate how the work would be further developed and use the marking scheme as a prompt for this. Do not simply summarise the report.

8. **References**
These should only refer to the work cited in your report and should be in the Harvard style.

9. **Bibliography**
This used all the websites, books and journals that informed the development of this coursework but are not referred in it