Assessed Coursework

Course Name	Interactive Systems (H)				
Coursework Number	4 (of 5) – AE1-4 Evaluation Results				
Deadline	Time:	09.30	Date:	12 November 2021	
% Contribution to final course mark	5		This should take at most this many hours:		5
Solo or Group ✓	Solo		Group		
Submission Instructions	Via Moodle – see last page				
Who Will Mark This? ✓	Lecturer ✓		Tutor	Other	
Feedback Type? ✓	Written		Oral ✓	Both	
Individual or Generic? ✓	Generic ✓		Individual	Both	
Other Feedback Notes					

Code of Assessment Rules for Coursework Submission

Deadlines for the submission of coursework which is to be formally assessed will be published in course documentation, and work which is submitted later than the deadline will be subject to penalty as set out below. The primary grade and secondary band awarded for coursework which is submitted after the published deadline will be calculated as follows:

  (i)   in respect of work submitted not more than five working days after the deadline
         a.   the work will be assessed in the usual way;
         b.   the primary grade and secondary band so determined will then be reduced by two secondary bands for each working day (or part of a working day) the work was submitted late.
  (ii)   work submitted more than five working days after the deadline will be awarded Grade H.

Penalties for late submission of coursework will not be imposed if good cause is established for the late submission. You should submit documents supporting good cause via MyCampus.

Penalty for non-adherence to Submission Instructions is 2 bands

Marking Criteria
See Next Page

Interactive Systems (H)

AE1-4: Evaluation Results (5%)

Assessed Exercise 1

AE1 for IS(H) will involve working round the Human-Centred Design Cycle, as presented in Lecture 1. In your lab groups, you will select an existing product to assess, conduct a usability study, design an improved system, and plan a user study evaluation of your creation, before finally performing and writing up the evaluation. You will receive separate instruction sheets for each stage from AE1-1 to AE1-4.

AE1 will be composed of 4 parts worth 5% each, meaning overall it is worth 20% of the course grade. It is a practical exercise that you can work on in teams in your lab sessions (in both live and online weeks) and each of the parts of the assessment AE1-1 to AE1-4 will be marked out of 4. After AE1-4, you will all rate the overall contribution of each team member.

Evaluation Results

In this final part of AE1-4, you will both run your evaluation as planned in AE1-3 and also act as a participant for another lab group. You will then analyse your collected data and present results and conclusions.
Details of lab group matchups will be posted on Teams.

As evaluator:
If you have not done so already, run a pilot study, either within your team or with somebody else. Go through all the steps intended during your evaluation, including setup, tasks, data collection etc. Fix any part of your evaluation that seems problematic.

It is OK to continue to edit your Figma project to make changes that will help the evaluation, but note that I might be marking it, **so you are advised to work on a duplicate instead of the link you submitted**.

If you realise after a pilot that your plan last week was not realistic, or that it would take too long, you should scale back the evaluation you conduct. Document as part of your submission if that has happened, and outline your revised plan.

When ready, contact the other team and arrange how your evaluation will be conducted. Depending on the specifics of your plan from AE1-3, you may or may not need to be physically with or on a live call with the participant to run the evaluation. If you do need to be present, agree on a good time. The scheduled lab on Friday 5th November might be useful for this, but there might not be time to complete everybody during that hour, so try to be flexible before or after or find another available slot during the week for each person.

Respect participants' time. **Do not ask anyone to spend longer than 30 minutes doing your evaluation**. Shorter evaluations are obviously fine too. Prepare setup etc in advance so that participant time is not wasted waiting for you after they arrive. Arrange the evaluation in plenty time in advance. For example, it is unreasonable to make first contact with the other team asking for their time the day before the deadline.

As participant:
Please make time to arrange a short evaluation of another team's product. You will likely find that you learn a lot in engaging with another team, seeing how they made different choices from you, and how things look from a participant's perspective.

Be a good participant! Take seriously tasks you are assigned, and give detailed answers where you can (e.g. if you are asked an open-ended question, give more than a single word

answer). Provide honest opinions; it will not harm another team's marks if you say you don't prefer their version, and it is in nobody's interest for you to give answers you think are polite rather than honest.

The other team should be flexible around your schedule as far as possible, give you plenty of notice and stick to time. If you find you are waiting because the evaluation is not ready for you at the arranged time, if it is taking longer than 30 minutes or if you get last-minute requests, feel free to decline to participate or to leave.

You don't need to submit anything from your work as participant and are not marked on this.

Report
For this week's submission, produce a PDF document on your overall evaluation, containing

- Your team ID (You should be able to see this in the name of the Teams Chat)

- Research summary. What is the product, and what are the research questions? You can reuse parts of AE1-3 for this section if you stuck to the plan.

- Short summary of pilot. Was anything uncovered that needed to change? What/why?

- Method. How was the evaluation conducted? What technologies were involved? How was data gathered? Etc. You can reuse parts of AE1-3 for this section if you stuck to the plan.

- Results. Outline the information that you captured during your evaluation. You can provide details on participant demographics if you collected them. Summary stats or charts of data would probably illustrate your findings better than writing raw numbers. You are encouraged to use Jupyter Notebook with Matplotlib and/or seaborn for this. Describe the main themes that emerge from any qualitative analysis you performed.

- Discussion. Discuss your results and relate them to your research questions. What have you learned about your product? What are your overall conclusions? What implications could these have for the creators of the original product, or for people designing similar systems?

- Also write a short report (500 words max) on how the process of conducting the evaluation went – did things run smoothly, or were there problems? Were they technical issues, experimental design problems, data analysis issues? Did anything work particularly well? What lessons have you learned that you would apply if you were going to do another prototype evaluation in the future? Be honest – there's no marks deducted if you realise now that things could have been done better!

How to submit
One member of the team should submit a pdf document **via the "Evaluation Results" submission icon in Week 7 of the Moodle page** for the course. Decide or nominate one person to upload the pdf to moodle, but **make sure that somebody submits!** If you have used any external sources, be sure to acknowledge them in your submission. For reference, the School's plagiarism policy is contained in Appendix A of the Undergraduate Class Guide (available at https://moodle.gla.ac.uk/course/view.php?id=21505).

This work is worth 5% of the overall assessment of the course. You can work on it prior to and during your lab sessions on 5th of November and submit it any time after that. The absolute deadline for submission is **Friday 12 November at 09.30**.