



Assessed Coursework

Course Name	Interactive Systems (H)		
Coursework Number	2 (of 5) – AE1-2 UI Prototyping		
Deadline	Time: 09.30	Date: 29 October 2021	
% Contribution to final course mark	5	This should take at most this many hours:	8
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)

AE1-2: UI Prototyping (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.

UI Prototyping

The part for the next two weeks, **AE1-2**, will concentrate on designing an improved UI for the product analysed in AE1-1, and creating an interactive prototype of this new design.

Figma

This should be conducted using the prototyping tool Figma. See this week's moodle material for basic intro, and the YouTube links for more in-depth features. To enable all collaboration features, make sure you sign up for a student account <https://www.figma.com/education/>

Designing an improved UI

Working in teams, use Figma to create an interactive prototype of a redesigned product, that you believe improves upon the system evaluated for AE1-1. (If you think your original choice of product makes this difficult, see next section).

Creating your list of usability problems might have sparked ideas on how you would improve the system. Maybe you would completely overhaul the design, or rethink core functionality. Wireframing and prototyping apps such as Figma are powerful, flexible tools that can be used for many design tasks. For this task, you have a large degree of flexibility in what you create. For example, you could choose to:

- Design a new interaction flow to accomplish a task. e.g. redesign navigation paths through an interface, add/remove/reorder screens
- Improve the visual design of the UI. This could draw on the Visual Usability material from Week 2's lectures, such as visual weight, colour, consistency and hierarchy
- If the original product is a web site that is not responsive, and does not look good on a phone, you could design a mobile version
- Any combination of the above/other ways you think of for an improved UI/experience

As explained in lectures, it should be possible to divide this task so that different people (or pairs of people) can work on different pages/screens, via Figma's multi-user support where many people can collaborate in real-time on the same project.

There is not set amount of screens you must create for this task: a simple mobile app could aim for creating around 8-10 screens (with popups, slideover views, modal dialogs etc also counting as 'screens'); a web site with many controls on one main page could do fewer. The exact nature and complexity of the product and each screen will determine this number. You should aim to carefully consider an improved design, and provide the ability to navigate around several pages, or perform several actions. You can discuss your approach with your tutor during labs/on Teams.

Note: this is a prototype, not creating a finished product. Properties such as size/position of elements are likely to be more important than detailed image or icon design. Functionality/content can be mocked-up or simulated if it is just to show part of a navigation path, etc.

Choice of product

You already have a chosen product that you worked on in AE1-1. You were advised to choose this carefully, as you would be working on designing an improved version, and hopefully you did so!

However, if you realise your initial choice was not ideal, it's fine if you want to take some steps to modify it. For example:

- If your chosen product seems too simple for this exercise (such as a mobile app with only 2 screens), design some appropriate additional functionality. Maybe your usability study sparked new ideas
- If your chosen product seems too complicated for this exercise (such as a highly complex desktop app like Microsoft Word), concentrate on just one section, such as core functionality, or the parts that raised the most usability concerns
- If your chosen product still just seems totally unsuitable and you can't make it work, it's OK to select a new product to redesign

In all these cases, explain in your submission what you changed and why, as explained below.

Report - marks [1] shown for each section

For this week's submission, produce a short PDF document containing

- Your team ID (You should be able to see this in the name of the Teams Chat)
- A URL for an interactive Figma prototype [3]
- State what product you were re-designing and how close it was to AE1-1 – e.g. it is a redesign of the full product studied in AE1-1, a specific section of that product (explain what section, and why that section), or an entirely different product (explain what, and why)
- A summary of what changes you made, and why you believe this could be an improvement. You can reference specific usability issues uncovered in AE1-1 if your new design addresses them. Don't make this part too long – 500 words max to summarise your main goals with your redesign [1]

How to submit

One member of the team should submit a pdf document **via the “UI Prototyping” submission icon in Week 4 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 15th & 22nd of October and submit it any time after that. The absolute deadline for submission is **Friday 29 October at 09.30**.