Assessed Coursework

Course Name	Mobile Human-Computer Interaction (H) & (M)				
Coursework Number	2				
Deadline	**Time:**	**4:30pm**	**Date:**	23/3/22	
% Contribution to final course mark	30%		**This should take this many hours:**		15 each
Solo or Group ✓	**Solo**		**Group**	✓ 4-5 people	
Submission Instructions	Submit through Moodle				
Who Will Mark This? ✓	**Lecturer**	✓	**Tutor**	**Other**	
Feedback Type? ✓	**Written**	✓	**Oral**	**Both**	
Individual or Generic? ✓	**Generic**		**Individual**	**Both**	✓
Other Feedback Notes					
Discussion in Class? ✓	**Yes**	✓	**No**		
Please Note: This Coursework cannot be Re-Done					

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

You must complete an "Own Work" form via
http://www.dcs.gla.ac.uk/socs-online for all coursework
UNLESS submitted via Moodle

Mobile HCI Coursework 2021-2022

Mark McGill (mark.mcgill@glasgow.ac.uk) and Euan Freeman (euan.freeman@glasgow.ac.uk)

Please first read the Assessed Exercise Overview prior to this document.

Assessed Exercise 2 (AE2, 6 pages with video) – Report

You should submit a report (maximum 6-pages, not including references or appendices, with additional images, data etc, included as appendices) and accompanying video.

AE2 is intended to explore the refined prototyping, demonstrator implementation and evaluation, and reflection on the project outcome and future work. As such, AE2 should:

Describe the prototypes and designs that were evaluated in Step 4:

- Describe the main changes from before;
- How did you evaluate them?
- What did you learn from your users?
- What will you keep, refine, or discard?
- Include any relevant wireframes, annotations, etc. (in appendices if necessary)

Describe the final implementation and evaluation from Step 5:

- Discuss how you implemented your final prototype;
- How did you implement, or fake, the interactions for your evaluation?
- How did you evaluate the final prototype?
- What did you learn from your users?
- Is your evaluation ecologically valid? Is the prototype representative of the real system?
- What changes would you make in future?

Include an overall reflective discussion at the end of the report. This could cover:

- What novel interactions did you choose to focus on in this exercise?
- How did you incorporate the mobile device(s) into your designs?
- How did you make use of multiple sensory modalities in your designs?
- What did your evaluations tell you about these interactions?
    - Were they successful? Would this be worth deploying in a real system?
- Were there any themes throughout your evaluations at all stages in the process?
- How would you take this forward if you had more time?
    - What future work would be required, and is there enough evidence to suggest your design merits this?
    - What unknowns remain regarding the usability, efficacy and suitability of the design? What would you need to answer these unknowns?
    - Is this feasible/practical to build?

- If not, what technologies or platforms would be needed to make this viable? What gaps existing in the technology you would have to build?
- If so, what's the best (and define what criteria constitutes best) path toward a deployable proof of concept (TRL3)?
- What worked and what didn't through this process?

The submission should also include a Video Demonstration of the final prototype

You will need to produce a short video presentation to demonstrate your final prototype as part of the assessment. This will let us see what you made and help us understand your report.

Your video presentation should last 3-5 minutes. You need to present your idea and demonstrate your interactive prototype(s) in action. Focus on your core interactions and your main features. Use the video to help me understand how a user would interact with a finished version of this product.

Note that AE1 / AE2 share the same submission template. AE2 should include the contents of AE1 for completion's sake, but the AE1 content does not contribute to the AE2 page limit or marking, it is purely there to give markers an overview of the background of your project.