FIT5152 - User Interface Design and Usability
Project Assignment Brief

Context

During the pandemic, governments around the world have gone through several stages of restrictions that have been put in place to minimise the impact of COVID-19 on the community and to keep people safe. These different stages have meant that face-to-face activities around the world had to be cancelled, postponed or modified.

Finding ways to pass the time and enjoy life has become increasingly important during this time in order to help people cope with the challenges that the pandemic brings to their lives. COVID-19 restrictions play an important role when planning activities. Such restrictions may indicate:

- When and where to wear a face mask
- Reasons to leave your home (food shopping, exercising, care taking, etc.)
- Limits on time you can spend outside your home (e.g. 1 hours, 2 hours)
- Travel distance limits and curfew times
- Number of visitors to your home and outdoor gathering limits

Depending on the place you live and other factors such as the weather, children in the household, family abroad/locally, how active you are, etc, different activities may be available.

Problem Statement

The constant changing of restrictions means that people need to plan their entertainment activities carefully. The aim of this assignment is to design a mobile app that makes this task easier by making information about events and activities easy to find, easy to understand, and accessible for different users in the community you live in (e.g. adolescents, young adults, parents, retired people, etc).

Project Task

In this project you will work as a team of Designers and Usability experts. You will design a mobile application that will aim to facilitate the planning and booking of events and activities during the Covid-19 pandemic. Some high level requirements will need to be covered by the proposed app, which are:

1. Allow users to create a profile with preferences on types of events/activities and personal circumstances (e.g. children, pets, any type of impairment, etc.)
2. General news about events/activities.
3. Allow users to plan events/activities and add them to their calendars.
4. Notify users about new events/activities that match their profile and that are in-line with current Covid-19 restrictions.
5. Ensure that users are confident that their personal information is secure.
6. <your requirement!>
7. <your requirement!>
8. ...

In addition to those requirements, you will add 4 (or 6 if you are a group of 3) new requirements that you will identify in the design process -- more details in Submission's 1 specification.

Practical information

Working in groups:
Students are to work in teams of 2 or 3 to plan and deliver a prototype application. While there are a few individually assessed tasks, this work will be very team-focused. It is very important to communicate regularly with your teammate(s). In other words: agree on a fair division of work and don't let your teammate down!

A peer evaluation will be completed by team members after each group submission. This allows each team member and the teaching team to analyse team performance and contribution in group tasks.

Format of deliverables:
For all your deliverables you should consider how you would present your materials to a potential client. Your submission should include (at the minimum) a title page, table of contents and an introduction.

Also be mindful of quality over quantity! Make sure your responses to assessment questions demonstrate thoughtful application of theory and processes.

Project structure:
This assignment has 4 submissions, with briefs released and deliverables due at different points during the semester:

- **Online Submission 1 - Data Gathering And User Analysis Report (25%)**
Know your users - tasks related to gathering data about users and user analysis. Due in week 4.
- **Online Submission 2 - Low-Fidelity Prototyping Report (25%)**
Tasks related to sketches, scenarios of use and Low-fidelity prototype. Due in week 7.
- **Online Submission 3 - High-Fidelity Prototyping And Evaluation Report (30%)**
Provide a high fidelity prototype and an evaluation of the prototype. Due in week 11.
- **Submission 4 - Presentation And Demo (5%)**
Presentation of the high fidelity prototype and quick overview of evaluation results. Due in week 12.

Further details about deadlines and assessments can be found in the Unit Preview here.

Assessment policies
** **All deadlines are due on Fridays at 3pm of the specified week**. Try to submit earlier to avoid any last minute issues (internet connectivity etc).. **

Be aware of the following university policies applicable to all stages of this project:

- **Late Submission**
  Unless otherwise specified, each day, or part thereof, an assessment task is overdue, a late penalty of 10% of the available total marks applies up to a maximum of seven days. Assessment tasks submitted more than seven days after the due date will receive a mark of zero for that task and may not receive feedback.
- **Special Consideration**
  You can request a short extension of **up to five calendar days** in exceptional circumstances (e.g. illness, carer's responsibilities) by filling this form. Longer extensions and other individual alterations to the assessment regime will only be considered if a student applies for special consideration (see policy).
- **Plagiarism and Academic Integrity**
  Unless otherwise specified, all in-semester assessment tasks will be submitted to a similarity detection system (e.g. Turnitin).