

# Design for Interaction: Assignment 2 Brief

## Introduction

This assignment is intended to test your ability to plan, design and implement (at least partially) an interactive system according to a complex brief. You will be required to make decisions about the overall design of the system, to construct a suitable interface, and to build a working prototype application using an appropriate software tool.

## The Task

Your company has been commissioned to design an interactive application to be used by passengers on a luxury cruise ship. The application is required to incorporate three main areas of functionality:

- To enable passengers to control various aspects of the environment within their cabin (lighting, security, TV, music system...).
- To allow the cruise operators to inform passengers of any schedule changes, as well as promoting onshore excursions, entertainment performances and other attractions.
- To allow passengers to reserve the use of onboard facilities (eg. sports equipment), and to book places on excursions.

The application will be designed for a handheld tablet computer with a touchscreen interface, one of which will be supplied to each passenger for the duration of the cruise.

To complete this task, your development process should be broken down into a number of stages, as detailed below.

- The system will need an interface simple enough to be usable to all passengers, while still being able to handle all the required tasks. Think about how system functionality might be broken down into different sections, how information will be presented to the users, and how they in turn will be able to interact with the system.
- You will need to then turn these ideas into a set of linked screens or interface elements that embody the required functionality. Think about the most suitable user controls for each set of interactions, how users can be guided towards their most likely goals, and how they can be given appropriate and timely feedback on their actions.
- You should then create a prototype of your design, using a suitable development tool. This should demonstrate the application structure, navigation method and interface components, as well as the overall look and feel.

## **Project Output**

Your submission for this assignment should consist of three elements.

- A detailed storyboard for your chosen design solution. This should consist of a flowchart indicating the overall structure of the system, as well as wireframe screens for a number of example functions. You are not expected to show layouts for all possible screens (there could be very many), but should include representative samples of the key interactive elements. The storyboard may be software-based or paper-based – if the latter then you should scan or photograph your work for submission to Moodle.
- A functioning prototype of your interactive application, including the central “homepage” through which the various sections would be accessed, along with a representative range of example functionality. You can use any software tool of your choosing to create your prototype (eg. Flash, PowerPoint, HTML5,...), bearing in mind that you must be capable of implementing suitable interactive controls as well as providing navigation between screens. Note that you will need to use mouse clicks as a proxy for touch controls in your implementation.
- A report discussing the processes leading to your design solution and its implementation. You should explain the reasoning behind your design choices, as well as going into the details of your application’s structural and visual design features. You should make reference to concepts covered in the lectures in order to provide justification for the design options you have chosen.

This assignment is worth 70% of the total module mark, allocated as follows:

- 15% for the storyboard
- 35% for the prototype
- 20% for the report

### **Plagiarism - Important!**

This is an individual assignment, so students should work on it alone. **Students are expected to be familiar with, and adhere to, the University’s guidance on plagiarism which is available via the UWS website. Plagiarism includes both copying someone else’s work, and allowing your work to be copied by someone else.**

### **Submission of work.**

Your work must be submitted via Moodle by **Friday 8<sup>th</sup> May 2015**. Exact details of the contents of submission will be posted in due course.