Design for Interaction Assessment 1 (Portfolio) Details

Your portfolio should consist of material from <u>three</u> of the lab tasks from weeks 3-9. You should polish up the material for submission, making sure it fulfils the brief given and shows off your abilities and skills as well as possible. Additional work which is relevant to the task, such as graphical enhancements, additional functionality, or (in the case of written work) evidence of further reading or research will be rewarded by additional marks.

The table below indicates what should be submitted for each week. Note that some tasks include more than one part.

Week	Task Theme	Submission
3	Interface design	Designs and implemented interfaces for Activity Holidays + film selection applications **[both of these are required]**
4	Analysing interfaces	Report based on analysis template. You should expand your analysis to consider at least one other catalogue-based site
5	Storyboards	Storyboard + implementation of ATM design
6	Screen design	Screen design for UWS homepage (and other site pages) + document justifying the design choices
7	Navigation	Analysis of airline websites, including at least one global airline other than BA
8	Physical design	Design of robot controller device + discussion document explaining the design decisions made
9	Evaluation	Heuristic evaluation results for items developed in previous workshops

Portfolio Contents
All work is to be submitted in electronic form via Moodle. You should a <u>single zip file</u> with your Banner ID as its name (*e.g. b12345678.zip*) which should contain three subfolders – one for each task – labelled with the week number corresponding to that task (*eg. Week3, Week6, Week8*). Each folder should include all the files relevant to that week's task, each of which should be clearly named.

File Formats
Flash files can use any version. For interactive Flash content, both the source *.fla* file and the executable *.swf* should be included. Work carried out using other development environments (eg. HTML5), should be submitted in a form that allows them to be viewed as an interactive product as well as allowing access to the code. For written work, *.doc* or *.pdf* is preferred, while images can be in any widely accessible format. If you have storyboards, sketches or other content created on paper, these should be scanned or digitally photographed for inclusion.

<u>Plagiarism - Important!</u>
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.

Submitting your Portfolio
All work must be uploaded to Moodle by midnight on Friday 17th April 2015. To upload work you should log in to the Design for Interaction module and select the *Assignment 1 Upload* link in the Assignments section (available after the Easter break). Follow the onscreen instructions to submit your work. If you encounter any difficulties with this process, be sure to contact your module deliverer via email as soon as possible.