Coursework 1: Prototype and Justification

COMP2044: Human-Computer Interaction (2024-2025)

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Key Information

COMP2044.HCI	Coursework1: Prototype and Justification
Issue Date	2025-03-17
Due Date	2025-04-07 at 15:00
Weighting	50%
Type	Individual submission via Turitin on Moodle
Late Penalty	5% per work day (university standard)
Feedback	15 work days
Feedback Mode	Inline comments and annotated rubric.

Table 1: Key Information for Coursework 1

Task Brief

Background

The University of Nottingham Ningbo China (UNNC) hosts a diverse range of events, including academic talks, career workshops, networking sessions, and social gatherings. However, students and staff often encounter difficulties in discovering relevant events and managing RSVPs efficiently. A centralised solution to streamline this process would significantly enhance engagement with university activities.

Objective

Develop a prototype for an UNNC Event Discovery and RSVP mobile application (hereafter referred to as the APP) that enables students and staff to locate, explore, and RSVP for university events. The APP should integrate with existing campus services, provide personalised event recommendations, and facilitate seamless event registration and reminders.

Requirements

You have been tasked with creating a low-fidelity prototype of this APP. Your prototype should be designed to align with the form factor and capabilities of the standard version of the iPhone 16[1], but it does not need to be specific to any operating system (i.e., it should not be exclusively designed for iOS or Android).

Your prototype should include support for the following functionalities:

ID	Functionality	Description	Notes
RQ1	Event Discovery	Displays upcoming events categorised by type (e.g., academic, social, career) and user interests.	How will you ensure users can efficiently filter and find relevant events?
RQ2	Personalised Recommendations	Suggests events based on past RSVPs, interests, and department affiliation.	Consider user preferences and privacy concerns when implementing this feature.
RQ3	RSVP & Calendar	Enable users to RSVP and view events in a calendar like view.	How will the APP integrate with the user's existing calendar?
RQ4	Upcoming Event Display, Updates and Reminders	An interface that displays upcoming events. The APP should provide timely event notifications and updates regarding changes or cancellations.	What strategies will be employed to ensure notifications are useful without being intrusive?
RQ5	Social & Networking Features	Allows users to view attendee lists, connect with peers, and engage in event discussions.	How will privacy and user control over visibility be maintained?

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[1]iPhone 16 Specification - https://www.gsmarena.com/apple_iphone_16-13317.php

ID	Functionality	Description	Notes
RQ5	Accessibility	Ensure that the application is accessible to all users, including those with disabilities.	Consider how users with disabilities engage with mobile devices and the assistive technologies they rely on. What guidelines inform your app design?
RQ6	Look and Feel	Design an intuitive and user-friendly interface that aligns with the university's brand identity.	Your app should follow Nottingham University's visual style, using its colours, fonts, and images. See branding guidance for details. Please note, not all resources are accessible - please use the available resources.

Table 2: Functional Requirements for the UNNC Event Discovery and RSVP APP

The APP **does not require user registration**, but it may include a login screen. You should assume that users already have an account provided by the university. Additional features beyond the core requirements may be proposed, provided they enhance the event discovery experience without compromising usability.

Deliverables

You must submit a single PDF report (strict 1500-word limit) containing:

Prototype Images

Your prototype must include a visual representation within the report, with appropriate figure numbering beneath each image.

- If your prototype is paper-based, use the University's printing/scanning service (if possible) to scan and upload it for inclusion in the report.

- For digital prototypes, include screenshots or exported images within the report.

> ❗ Software tools used for prototyping
>
> You do not need to use a specific application for this coursework. You are free to use paper/sketching, PowerPoint, or any drawing application to complete the assignment. There is no need to purchase software to create your prototype.
> Your assessment will be based on the quality, consistency, presentation, and justification of your prototype, rather than its aesthetic appeal or realism.

Interactivity through Annotations

Your prototype must include some degree of interactivity, even if it is mimicked (e.g., the 'Hanmail' paper prototype shown in the lecture). You must communicate interactivity through annotations within the report. Annotations can also highlight design details, data validation, or other dynamic features. **Annotations do not count towards the word limit** and should focus only on functionality and interactivity, while the rationale behind the design should be included in the main text under "Documenting your design choices." Annotations should be concise, typically 1–2 sentences each.

Documenting your Design Decisions

You must provide a concise discussion of the design decisions made during the development of your prototype, using an academic writing style. This document should justify your design choices rather than detailing the development process. Your justification must be supported by relevant and authoritative academic references, including academic books, journal articles, and peer-reviewed conference papers. Where appropriate, you may also reference works from related disciplines such as psychology and human factors. However, blogs, general interest websites, and poorly cited academic works do not constitute authoritative references and should be included as footnotes. References must be cited directly in your report, with a full list provided in a section titled "References" at the end of the report. The bibliography does not count towards the word limit. References should be formatted using APA 7, as used in our workshop activities. Examples of this style can be found on the APA website. You are encouraged to use LaTeX in combination with BibTeX for citation management.

Submission

Submit a single PDF containing your prototype, annotations, 1500 word design justification and bibliography to the Turnitin submission[2] on Moodle.

Your document should contain the following sections

- Prototype designs and annotations
- Design justification
- References

A suggested report template is available on Moodle, but you do not have to follow it exactly as it is only a suggestion.

Your submission must comply with the University's academic misconduct policy. Please ensure you have read and understood this policy before submitting your work.

You can test your submission in advance using the Test Your Text tool on Moodle.

Marking Criteria

Your submission will be evaluated according to the following criteria

- Quality of the user interface
- Annotations
- Usability and accessibility
- Interactivity
- Completeness of the specification
- Additional ideas
- Justification of the design
- Knowledge and application of HCI
- References/Citation
- Adherence to the coursework specification as detailed in the Task Sheet and Issue Sheet.

You will receive feedback within 21 days of the submission deadline. Each component will be assessed and contribute to your overall mark, with written feedback provided on the marking process.

The marking rubric is available on Moodle and is used to ensure consistent and fair marking of all submissions.

Academic Integrity and Misconduct

This is individual coursework. You must not collaborate with others in completing this assignment.

All submissions must comply with the University's Academic Misconduct Policy. It is your responsibility to ensure that you are familiar with the policy and that your work meets the required standards.

Please note that the policy has been updated to include a new definition of False Authorship. The policy states:

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[2]Submission Point - https://moodle.nottingham.ac.uk/mod/turnitintooltwo/view.php?id=8061983

False Authorship is where a student is not the sole author of the work they have submitted as their own work. False Authorship is a form of plagiarism but is distinguished by the fact that the student has engaged with an unauthorised or unacknowledged third party and/or software tool to complete an assessment, either in part or whole.

False Authorship can be direct or through a platform or software (such as Course Hero or similar). This may include work produced by another student, an essay mill, a family member or friend, or a tutoring service (such as Chegg, or similar). The use of answers advertised or provided by tutoring services or essay mills is false authorship. As it is the authorship of work that is contested, there is no requirement to prove that the work has been purchased.

False Authorship also occurs where a student has engaged with computer-aided software to complete an assessment, in whole or part, except in cases where this has been permitted by an explicit instruction by the School and/or as part of that assessment. This engagement can be the use of Artificial Intelligence (AI) text-generating software (e.g., ChatGPT, Wordtune, chatbots and similar). The submission of work that is generated and/or improved by un-permitted language model software for the purpose of gaining marks will be regarded as false authorship and seen as an attempt to gain an unpermitted academic advantage. For clarity this includes the over-reliance on translation and paraphrasing software (for example Grammerly), including when it is used to conceal the original author or source material.

Source: UoN: Policy on Academic Misconduct[3]

It is your responsibility to ensure that your submitted work is your own and that you do not engage in any form of academic misconduct. Failure to comply with the Academic Misconduct Policy may result in disciplinary action.

To review the policy, please visit the Quality Manual.

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[3]University of Nottingham: Policy on Academic Misconduct - https://www.nottingham.ac.uk/qualitymanual/assessment-awards-and-deg-classification/pol-academic-misconduct.aspx