FIA1 Technical Proposal: Scaffolding

Multimodal Presentation Video

Introduction			Potential Artefacts

	Approx. 1 minute	• Describe
		   ○ Boundary or scope of problem
		   ○ Constraints and limitations of environment
		   ○ Existing solutions
		   ○ Possible solutions
			Mind Map
			
			Success Criteria

The User Story			Potential Artefacts

	Approx. 4 minutes	• Identify and describe
		   ○ Required features
		   ○ Required usability principles
		   ○ User-interface components
		   ○ Required user experience
		
		• Discuss annotated user interfaces sketches
		   ○ Explain
		      ▪ Predicted user experience
		      ▪ How usability principles and accessibility features have been incorporated
		      ▪ Why is this user interface the best approach for the app?
		
		• Identify programming features
		   ○ Which features of the app require algorithms?
		
		• Explain programming features through pseudocode
		   ○ How will these algorithms work?
		   ○ Why are these algorithms the best approach for the app?
			Mind Map
			
			Success Criteria
			
			UI Sketches
			
			Pseudocode
			
			Demo - Prototype

The Proposed Solution			Potential Artefacts
	Approx. 4 minutes	• Describe ○ Required programming development tools (e.g. Xcode, Swift, devices etc.)	*Demo – Prototype* *Swift Code*

Conclusion			Potential Artefacts

	Approx. 1 minute	• Suggest recommendations for improvement
		   ○ Current version justified by data
		   ○ Future versions justified by data
			Criteria List (X)
			Test Results
			Survey Results

References			
		• Reference list is not included in the time limit	*APA References*

FIA1 Technical Proposal: Checkpoint Guide

Artefacts

Explore ☐ **Checkpoint:** **Handout + 1 week**

Script: Introduction

Mind Map	Xmind	Interface • Identify typical user and what they would require/need • Identify existing solutions and appraise effectiveness • Identify required algorithms • Identify usability requirements
Success Criteria	*List*	• Determine solution requirements and success criteria

Develop ☐ **Checkpoint:** **Handout + 2 weeks**

Script: User Story

UI Concept	*Hand Drawn Sketch*	<u>Selection</u> of annotated sketches that
		
		• Shows how <u>key</u> screens will be linked
		• Five elements of sketching
		  1. Title
		  2. Common elements
		  3. Annotations
		  4. Arrows
		  5. Gestures
		• Explain user experience in terms of the five usability principles
		  1. accessibility
		  2. effectiveness
		  3. safety
		  4. utility
		  5. learnability

Pseudocode	*Text*	• Key algorithms that will be used in the app

Generate ☐ **Checkpoint:** **Handout + 4 weeks**

Script: Proposed Solution + Conclusion

Swift Code	*Text*	• Convert pseudocode algorithms into Swift code using the correct syntax
Prototype	*Marvel App, PowerPoint, Keynote*	• implementation of low-fidelity non-coded prototype

Note:

All completed documents other than the prototype should be added to a slide show presentation as you progress through your assignment (you may need to take screenshots or photos). Use your iPad to record your presentation.

Scaffolding and time limits provided are only a suggested strategy to assemble your video.