

User Interface Project Proposal

The objective of this assignment is for you to describe what you intend to do for your team project and receive feedback about your project idea. This assignment is not graded. Before you start working on the next deliverable of the team project, your proposal must be approved by either the instructor or teaching assistant.

Project Area

You can choose to work on a sponsored or non-sponsored project. The project sponsors are David Thaw [dbthaw@berkeley.edu] and Ben Wahl [berkeley@gmail.com]. Each sponsor has agreed to work with up to two (2) teams (four (4) in total). If you choose to work on a sponsored project, you must get the approval of the project sponsor. The sponsors may reject your proposal based the content of the proposal or simply too many teams applying for the limited sponsored projects. If this happens you must choose another project.

If you choose to work on a non-sponsored project, you must pick a project that is some form of learning technology.

Deliverables

The project proposal should be no longer than 3 pages. Clear, concise writing will improve the quality of your proposal.

Project team member list

The proposal must include the list of students who are working on the project. For each student include: Name as it appears on University documents, Student ID, contact email address. You may also want to add your nicknames.

Project Description

Project title

Give your project a descriptive title.

Problem

The problem description should be a short and specific about the high-level goals of the project. It states what the problem is and why it is a problem. It should give a hint about the proposed solution of the problem. This description should be no longer than one paragraph and no longer than half a page of text. (10 point text is the smallest allowed.)

For example: Learning vocabulary in the process of learning a second language is often difficult. Until a person has a working vocabulary, it is difficult for them to continue in

their study of the second language. Our project will look at the use of a combination of phone technology and desktop computing to aid a person in learning vocabulary of a second language.

Analysis

This analysis should contain some factual information that justifies the existence of the problem or usefulness of the new idea. This description can be very brief, but it should include the source of where you obtained your factual information. This information can be from either documents or interviews. Both will need to have citations with them.

For example: In a discussion with Dr. Smith who is teaching introductory French, we learned that his students had trouble learning vocabulary. He believed that if they practiced more often, his students would learn vocabulary faster and better. Sue Zhang (team member) spoke with him on Jan 31, 2005 at 1:30pm in his office (give full street address).

Suggested Improvements

This section should describe the basic idea of your design and give a short description of why you believe it will be successful at addressing the problem you described.

For example: We will build an interface to a system that allows users to pick vocabulary exercises to be delivered over a telephone. In addition we will build the interface used on the phone used to perform the vocabulary exercise. It will also record the success of the exercises to help determine what the student needs to repeat. We believe this will help address the problem of learning vocabulary by allowing the person who is studying the second language to practice vocabulary exercises in more locations and also allowing the this person to schedule when to practice vocabulary exercises.

Usability Goals

Describe three usability goals related to your system. They do not yet need to be in a fully testable form, but should be clear enough to help you focus your design work. You may or may not decide to use these goals for your usability study later. The objective here is to pick good goals for your interface.

For example:

Goal 1: Users of our system will have better vocabulary test results than a control group who are both taking the same introductory language class.

Goal 2: Users will rank the ease of performing all of the tasks defined in the task analysis as “moderately easy” or “easy” on the following scale: very difficult, difficult, average, moderately easy, easy.

Goal 3: Users will rate the system as being “helpful” or “very helpful” on the following scale: not helpful, somewhat helpful, helpful, very helpful.

Test subjects

List at least three people who are from the intended user population who are willing to help you by being test subjects. Give their names, demographics, and a short description of why they fall into the intended user population. Make sure they are aware that they will be subjects for your task analysis and usability study. Also make sure they are willing and able to give the time needed for both of these tasks.

For example:

- David Jones has volunteered to be a test subject. His demographics are as follows:
- Age: 19
- Sex: Male
- Education: Completed high school (name the school), is a Junior Physics Major at Berkeley.
- Cultural background: He is of Irish and German decent. His family has lived in the US for 3 generations.
- Language: His native language is English. His has studied Spanish in High School for 2 years. Both his parents only speak English. (Note that I am gathering demographics about language, because these may be very important in understanding test results. If you have special demographic information you think is important for understanding the use of your system, you should gather them.)
- Reason he is a member of the test population: He is taking an introductory French class this year.

Approval

If you are working on a sponsored project, you must get the signature of the sponsor before you hand-in your project proposal.