

CS160 Project report and presentation

Reports and Prototypes Due: Monday, May 1

Presentations Due: Wednesday, May 3

Posters Due: Monday May 8

Goals

The goals of this assignment are to learn how to incorporate feedback from a user interface usability test into the next iteration of a prototype and to communicate the results of a semester long project.

Using Pilot Usability Test Results

You should use the results and conclusions of your Pilot Usability Test along with any feedback we (or your classmates) gave you on your last prototype. You should fix as many of the problems found as you can, prioritized by UI severity. This is also your last chance to implement as much missing functionality as you can.

Prototypes

Your prototype must be runnable by the teaching staff and anyone else who would like to try it. *A downloadable version must be put on your project web page on bspace along with instructions* to make it run. Make sure this works well in advance of the due date (May 1) by testing in the emulator and on your phone.

Write-up

Your write-up should be comprehensive (including sketches and screen dumps). It is due on both the web and on paper at the same time. Your entire write-up and web page should be up to date with ALL of the files stored locally on a web server (so that we can just copy the site for our archives -- links should be relative.) The write-up is due in both forms on Monday May 1st.

The write-up should follow this outline with *separate sections* for the top-level items (number of pages/section are approximate):

1. Target User Group (1 paragraph)
2. Problem (1 paragraph)
 - o the need you have been trying to solve with this application all semester
3. Solution Overview (1 paragraph)

4. Tasks (1/2 page)
 - tasks used for design process
 - list and describe the 3 tasks (ranked by difficulty) and tell us *why* you chose them
5. Design Evolution (2 pages + sketches & screen shots)
 - How did your UI change from initial sketches, low-fi testing, HE, and final usability test?
 - Show what the major changes were and *why* they were made
 - Which evaluation technique was most valuable to your prototypes usability and why?
6. Scenarios (1/2 page + screen shots)
 - scenarios for 3 tasks
 - storyboards of scenarios (using *finished* screen shots)
7. Final Interface (4 pages + screen shots- reference figures!)
 - describe the final UI *design*
 - describe the functionality (i.e., what are the operations you can do with it)
 - describe the user interface design (i.e., how you use the functionality)
 - what was left *unimplemented*
 - what was left out and why
 - any wizard of oz techniques that are required to make it work
 - tools you used
 - how the tools helped and how the tools did not help

Demo/Talk

The remaining *members* of your team (who haven't presented yet) will present your final results and demo the user interface to the class. They should give a talk that follows the above outline and includes a demo of the final interface. Each team member should speak. During demos, its best to have one member run the demo while another speaks.

The demo/talk will be graded on how well the presentation was organized, presented, and the functionality shown by your demo. You will have only 10 minutes for this talk, so practice it in advance and make sure you meet the time constraint. There will be an additional 2 minutes for questions. *You must put your presentation slides up on Bspace by 5pm Wednesday May 3.*

Presenters grade(s):

The presenters will be graded on the following factors:

- Organization
 - Give an overview of what you are going to discuss
 - First discuss the overall problem
 - Present your solution

- Then the representative tasks and why
 - Design evolution and why
 - Final UI description
 - what does it do
 - how does it work
 - what is missing
 - Demonstration of system (may be spread throughout if necessary)
 - Summary
 - Presentation
 - Use slides. Ensure that the presentation shows appropriate preparation, and that visual aids are effective.
 - Cover the required scope within the 8+2 minute time period. Practice and time your presentation.
 - Ensure the presenters makes eye contact, and project well.
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Project Poster

You should make a Poster of your PowerPoint presentation. The poster is a single PowerPoint slide that will print in a 36x48" format. Sample posters will be available from the class web site. The poster should contain the following main headings:

- Problem: what you addressed
- Target User group: summarize the user group (there won't be space for personae)
- Solution: describe your solution
- Design evolution: show some diagrams indicating how the design changed.
- Final prototype description: what it does and what was missing.

Posters will be due on Bspace by Monday May 8th.