CSCI 310: Initial Proposal and Team Formation

Objectives

Over the semester, you will complete a team project consisting of several assignments (see below). In these assignments, you will work individually and as a team to design, prototype, and evaluate a user interface.

In this first submission you will:

- form your team
- submit an initial proposal to be reviewed and approved by the instructor

Due: 23:59 September 7th

What to hand in?

As a team you will submit **one** assignment per group to D2L (choose a representative)

1. A list of your team members, including email addresses
2. A brief description of how your team satisfies the diversity requirement, and where you were perhaps unable to. There is not hard and fast rule of what constitutes "diverse", but you should assess and evaluate your team members' skills and backgrounds.
3. Skills assessments of all team members
4. Team Contract
5. A one-paragraph description of your application.

All submissions must be pdf

Purpose of the Project

The purpose of this project is to learn, hands-on, to apply the concepts we will be covering in class, including:

- **Writing** a project proposal
- Performing and documenting the **requirements gathering** process
- **Interview** users
- Develop **Personas and Task Scenarios**
- Perform a **Conceptual Design**
- Develop **prototypes** of varying fidelities
- Perform a **Cognitive Walkthrough** to evaluate a prototype
- **Modify a prototype** based on the results of a cognitive walkthrough
- Perform a **Heuristic Evaluation**
- Design and deploy a **formal usability study** using either: think-aloud protocol or co-discovery method
- Write a **formal report** of your user study
- Give a **presentation** of your study
- Make a **video prototype** to pitch your product

Graduate Attributes

During this project, students will have the opportunity to work with the following Graduate Attributes (among others):

- **Civic Engagement**
  - Intercultural Perspective
  - Capacity to Engage in Respectful Relationships

- **Intellectual and Practical Skills**
  - Critical Thinking
  - Active Learning
- **Literacies:**
  - Written Communication
  - Oral Communication

Team selection:

- In your first lab, teams will be assigned based on an *"algorithm"*. This will be your project team for the remainder of the term. There are some requirements for team makeup:
  - The goal of the algorithm is to ensure that all teams are diverse: as much as possible, ensure your group includes diverse gender, experience (both work and school), age, language and culture. Diversity in design is important to ensure that your project is not just designed for everyone, not just people like "me".
  - You should have your skills assessments with you to share with your team, to help you evaluate the diversity of your team

Describing your Project:

- You will design an interface for an application. For this assignment you will submit an initial proposal. It should be about one paragraph in length, and should include:
  - <u>Hardware type</u>: Desktop or mobile?
  - <u>Software type</u>: Application or web site?
  - <u>Description of the problem</u>: An application should solve a problem. Your job is to identify and describe a problem that your application will solve. Try to choose something that you have **not** worked on before, because you will be basing your solution *not* on how **you** think it should be designed, but rather on how **the user** thinks it should work. It is easier to have no preconceptions than it is to ignore them.
- The problem will be small enough in scope that the interface can be kept simple
  - you will be constrained to a small number of main screens: 3-4