

## CS774 Human Computer Interaction Design Assignment

In this project you will carry a complete lo fi design of a new user interface. You will go from high concept to a tested prototype.

*Phase 1. High concept and introduction.* In this phase you simply identify the project, the users and the client, if you have one. This should fit on one page, with the title and one-two paragraph giving the high concept with interface, user and client descriptions.

*Deliverable:* One page high concept.

*Phase 2. Research.* In this stage you carry out the interviews, brainstorming, and other research you need to understand the users and their tasks. You should produce a user profile that describes the potential user population, a list of tasks to be performed with critical objects identified, scenarios for representative tasks and an analysis of the context in which the software will be used.

*Deliverables:* User profile, task list, task scenarios and context analysis.

*Phase 3. Design and prototype.* Now you produce a initial idea of your interface with a conceptual plan that describes the interface strategy, a short set (one-two pages) of interface and technical guidelines that you choose, and a few key screen lo fi prototypes to illustrate the concepts. The conceptual plan would discuss interaction styles.

*Deliverables:* Conceptual plan, guidelines, key screen prototypes

*Phase 4. Prototype and test.* Here you will iteratively refine the prototype through informal user testing, fleshing out the original key screens into a complete interface. You should produce a sequence of prototypes, including partial prototypes when you wanted to consider just one interaction or element, and documentation on how you tested or evaluated each section.

*Deliverables:* The original prototype with testing notes and a sketch of a revised version that addressed issues identified in the testing.

Grading of the assignment will be based on:

1. A clear high concept.
2. Careful research for a select set of users and tasks, with four tasks analyzed in depth.
3. A prototype that might be rough around the edges but that communicates clearly.
4. A well-documented and analyzed test report and a good final design.

*Due dates:*

We will work on this assignment week by week, with the final report due on May 3<sup>rd</sup>. Each week you should have a draft, perhaps incomplete, of a new section of the report.