Group Assignment 8: Project Presentation, Final Report and Website

Date Assigned: Monday, April 29, 2013
Date Due: Monday, May 13, 2013 @ 8:30am
Points: 90 pts

Overview

In this assignment you will incorporate the feedback from your pilot usability study as well as the feedback you received from me to produce the next iteration of your interface design. You will then orally present the results of your semester long project.

Using Pilot Test Results

You should use the results and conclusions of your Pilot Usability Test along with any feedback you received on your earlier prototypes. 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. Some wizard-of-oz functionality is still permissible. User should be able to use the UI to do more than just step through three rote tasks.

Please talk with me if you have questions or thoughts about the overall scope of your project. You don't have to implement everything, but there should be enough working parts of your project that I can get an overall sense for how well the interface works.

Presentations

On May 13th you will present your final interface designs. You will give a short oral presentation as well as a demo of your interface (using your hardware). Please make sure that your interface is in working order and ready to go for the presentations. You will have 20 minutes (and 5 minutes for questions) for each group.

Deliverables

- **Final Report:** You must submit one copy of a printed report of about 8 pages of text in class. You must also put a copy of the report on the website.

- **Presentation:** You will present on Monday, May 13th starting at 8:30am. You must put your slides on the website.

- **Poster:** You should create a poster describing your project. Place a copy of your poster on the website.

Final Report (60 points)

Your report should serve as a stand-alone description of your project and should therefore summarize some things you have presented in previous reports. It should also go into detail on a few new aspects of your project. I will be grading the overall report as a whole but place most emphasis on 1) how your UI changed over the course of the project based on your evaluations, 2) which evaluation techniques were most effective and 3) the description of the final UI.

The report should follow this outline with separate sections for the top-level items.

- **Each team member's name and role in this assignment**
- **Problem and solution overview (1 paragraph - 2 points)**
- **Target user group (1 paragraph - 3 points)**
- **Tasks (1/2 page - 5 points)**
    - 3 representative tasks to test your interface (easy, medium, hard). Remind me why you chose these tasks.
- **Design Evolution (2 pages + sketches & screen shots - 15 points)**
    - How did your UI change from initial sketches, low-fi testing and pilot usability test?
    - Show what the major changes were and why they were made
    - Explain which evaluation technique was most valuable to your prototype's usability and why.
- **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) **(5 points)**
        - Describe the user interface design (i.e., how you use the functionality) **(5 points)**
        - Describe your implementation. What was most difficult to implement and why? **(10 points)**
        - Provide clear and well-referenced screenshots and figures **(5 points)**
    - What was left unimplemented
        - What was left out and why **(5 points)**
        - Any wizard-of-oz techniques that are required to make it work **(5 points)**

Oral Presentation (30 points)

Your report should be a 20 minute summary of your final report. Follow the same outline described for the report. Present the complete story, but focus on the design evolution and the final UI design. In addition you should present a working demo of your interface including parts that are fully functional and the wizard-of-oz parts.

Suggested Organization

- **Problem and solution overview (1 slide)**
- **Target user group (1 slide)**
- **Tasks (1 slide)**
- **Working demo of your interface (allocate the most time for this)**
- **What was left unimplemented or as wizard-of-oz and why**
- **Design evolution focusing on changes since the interactive prototype**

Use slides or other appropriate visual aids. Ensure that the presentation shows appropriate preparation, and that visual aids are effective, properly prepared, and properly employed. Try to replace text with images wherever possible. Make sure text is not too small.

Cover the required scope within the 20 minute time period and be prepared to answer questions after. Practice and time your presentation. Ensure the presenter makes eye contact and projects well.

Avoid repeating the things you show in your demo by putting them in slides. I would much rather see the interface as a working demo than as static images in your slides. Use the slides for the non-demo parts of your presentation.

The most common mistake in presentations is trying to demo while speaking. One person in ten can do this effectively. Most lose the audience. Have one person do the demo while the other speaks. Practice coordination. At most 2 people from your group should speak during the presentation. There isn't enough time to switch between all group members. However all group members should be prepared to answer questions.