INFO3315 Human-Computer Interaction

Worksheet Week 10 – Working on projects and Feedback

THE UNIVERSITY OF SYDNEY

In this tutorial you will continue working on your group projects. This tutorial is a great chance for you to catch up on your projects as well as to receive feedback from your tutors.

Part 1 – Prepare your hi-fi prototype for tutorial. If you haven't done ThinkAloud, please do it this week. (20 min)

Part 2 – Group Project: Demonstration and Poster (55 min)

A. Prepare demonstration

- Computer-based prototype (hi-fi prototype)
- 3 user tasks

B. Prepare posters

Browse the example posters on Canvas. Work together with the group to come up with an idea for the poster. Outline the story, structure, and other necessary details of your posters.

Part 2.1 – Feedback (20 min)
Present your idea of the poster's design first to your tutor for feedback. Address the feedback accordingly.

Part 3 – Group Project: Final Report (15 min)

Group Project: Structuring the report

- Draw a lifecycle diagram to represent the group's journey. Here are some tips:
  - List the group's actions from the start of the project until this week.
  - Match each action to a stage of the Interaction Design process.
  - Use arrows to indicate movement between stages.
- Create the structure of your report. You should be able to use the lifecycle diagram to plan the contents of the 'Prototype Design'.

At the end of the workshop, the group should have a clear view of their actions throughout the project. You will be expected to demonstrate your group's prototype at Week 12 Workshop.

This is the last week for you to identify and fix any catastrophic usability problems. At this stage, your prototype should be well-designed to support users on their goals. If you still have many catastrophic usability problems at this stage, prioritize the problems and fix what you can. Explain in the report what the group could do in the next design-prototype iteration should you have a chance to continue.