EST/CSE 323 / CSE 590: HCI

Term Projects – Stage 4

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Guidelines for Stage 3 Evaluations

The following categories will be evaluated for stage 3:

- prototype 1 clarity (all elements should have a clearly defined purpose and interact well, it is easy to know how to use the prototype)
- prototype 1 completeness (the prototype should be complete, with all functions interactive)
- prototype 2 clarity
- prototype 2 completeness
- prototype divergence (the prototypes should explore clearly different interfaces addressing the same idea)

Evaluations will score as

- unsatisfactory (1 points)
- bare minimum (2 point)
- satisfactory effort and performance (3 points)
- above and beyond (4 points)

Guidelines for Stage 3 Evaluations

The following categories will be evaluated for stage 3:

- prototype 1 clarity
    - no prototype or irrelevant prototype (1)
    - many elements have no defined purpose (2)
    - some elements have no defined purpose (3)
    - all elements have a clearly defined purpose (4)
- prototype 1 completeness
    - no prototype or irrelevant prototype (1)
    - incomplete – it is not interactive or interactions are broken (2)
    - mostly complete – some functions that are not yet interactive (3)
    - complete, with all functions interactive (4)
- prototype 2 clarity (see above)
- prototype 2 completeness (see above)
- prototype divergence
    - no prototypes to compare (1)
    - prototypes do not vary in interface in any significant way (2)
    - interfaces vary but address different ideas (3)
    - explore clearly different interfaces addressing the same idea (4)

Your project will have six stages:

- stage 1: identify something people need (should be software-based)
- stage 2: devise the overall 'story' of your solution → storyboarding
- stage 3: build a rough outline of your intended implementation
- stage 4: flesh out your implementation into a product
- stage 5: plan how you will test the fitness of your product
- stage 6: test it (with real humans)

Each stage will take about 2 weeks

Stage 4: Build Your Product

Use Justinmind http://www.justinmind.com/ to build your app

- can be an app for any device: browser, iPhone, iPad, Android, etc.

Step 1: Choose the prototype

- one of the two you developed for stage 3
- can be a combination of the two

Step 2: Make a development plan

- create a dev. plan for how your interactive prototype will be built
- should be clear exactly what needs to be done, and when
- separate into components, each with an interaction attached

Step 3: Build it

- create a home screen and links to other screens
- implement the 'navigational skeleton'
- flesh out each component as much as you can
- OK if not all has a fully implemented function
- important that every link leads to something
- either an actual function that works or just a meaningful holding page

Guidelines for Stage 4 Evaluations

The following categories will be evaluated for stage 4:

- development plan
    - does it have distinct, logical steps that give a clear path for development?
- home screen
    - is it thorough and well conceived?
- functionality
    - is the navigational skeleton thorough and well planned?
    - does it give a real feel for the flow of the application?

Evaluations will score as

- unsatisfactory (1 points)
- bare minimum (2 point)
- satisfactory effort and performance (3 points)
- above and beyond (4 points)

PDF of your development plan

URL to your prototype – here is how:

- click "Create public link" button. A new window-in-window opens up
- copy the URL on top of the window
- click "Create public link" button
- now your prototype is published online publicly
- anyone with the URL can view it without logging in

Example: link

Tutorials: link1, link2, link3, link4

Submissions

- Tuesday, November 18, first review in class (show time event)
- Tuesday, November 25, due date

Evaluations (after assignment)

- Tuesday, December 2, 11:59 pm KST

Late submissions and evaluations

- see course policy