DEPARTMENT OF COMPUTER SCIENCE
UNIVERSITY OF TORONTO

CSC 318S

THE DESIGN OF
INTERACTIVE COMPUTATIONAL MEDIA

Winter Term, 1997-98

Assignment 6

FURTHER ITERATIVE DESIGN AND PROTOTYPING
OF TERM PROJECT;
REVIEW AND SYNTHESIS OF ENTIRE EXPERIENCE

HANDED OUT: Wednesday, March 25, 1:10 p.m.
DUE BACK IN: Thursday, April 9, 3 p.m.
WORTH IN MARKING SCHEME: 12 points

The purpose is this assignment is to give you further experience in the iterative design and prototyping of term project. You will improve the design developed in Assignment 3 and the prototype developed as Assignment 4 by making use of the insights achieved in the usefulness and usability evaluation carried out as Assignment 5. In other words, your task is to take part of a second turn around the iterative design cycle.

DESIGN REVIEW

In Assignment 3, you carried out a design by addressing issues such as:
• The basic idea; goal definition
• User contact; user definition
• Proposed functionality
• Proposed use model
In Assignment 4, you built a prototype as an embodiment of these ideas. You then carried out usefulness and usability evaluations in Assignment 5.

What have you learned from the results of this evaluation in terms of?
• Possible additions of new goals or changes of stated goals
• Changes to the description of the intended user
• Additions or changes to the proposed functionality
• Changes to the proposed use model (as represented by, for example, in a Day in the Life scenario)
• Changes to the target users' mental model (conceptual model).

NEXT STAGE PROTOTYPE

Your first implementation, the *prototype*, was intended to demonstrate and test the proposed style of user interface and illustrate the proposed system functionality. You will

now build a second stage prototype which will incorporate the (possibly revised) user interface and a larger subset of system functionality. Part of your job is to decide what additional features need to be prototyped and what can be left to further stages of a more complete implementation because it is just "more of the same, a simple matter of programming." In other words, prototype those aspects of the system that are most problematic and most critical to the success of the entire system.

With this implementation we should be able to test the system in limited but more realistic situations and hopefully discover any serious problems that could impede the construction and effective use of the "entire system." (NOTE: You are neither required to do this further testing nor to construct the "entire system.")

YOUR TASK

Your task is to redesign and further implement your prototype system, with particular emphasis on:
• modifying the design in the light of what you learned in Assignment 5
• adding additional functionality so that it could be used in more realistic user testing and evaluation.

You should write a report (circa 10-25 page, double-spaced) describing your work. Your report must include **terse discussions** of (not necessarily in this order):
• a review of the design concept, and how it has evolved through your work over the semester
• a summary of the major insights obtained in the user testing
• a description of the resulting changes (in any) to the user interface
• a summary of the major enhancements and additions to the functionality of the prototype
• any other comments about the experience.

KEEPING THIS ASSIGNMENT WITHIN BOUNDS

If you spend more than 12-16 hours per person on this assignment, you are spending too much time. **IF YOU HAVE TO MAKE A DECISION BETWEEN DOING MORE THINKING AND DOING MORE CODING, CHOOSE THE THINKING.**

WHAT YOU SHOULD HAND IN

You need to hand in a disk containing your redesigned application and a brief report. **Your report must be typed and submitted on 8.5"X11" paper stapled at the top left-hand corner. It must be written in English prose. Structure and organization, spelling, grammar, word usage, and document appearance will count for roughly 10-20% of your grade.**

Each submission must include a title page with a meaningful title, your project name, your names, your student ID#s, your tutor's name, the course name and number, and the date. The second page should contain a one paragraph executive summary of the document, and a table of contents.

You must also post a note to the Computer Conference indicating a Web page where the report can be found.

A few words about the writeup.
1. Include instructions for running the prototype.
2. List the features that are implemented, and suggestions for what the teaching assistant should try and what not to try if it is known to crash the system.

A few words about the disk.
1. The name of the Director file representing your assignment should be "<Product Name> Assignment 6.
2. There must be a paper label stuck on your diskette. On it you must **neatly print your project name or your name(s), the course number, the assignment number, and your tutor's name.**
3. Even if you do this on another PC, you must ensure that your stack runs on a DCS PC using its version of Director.
4. The disk will be used primarily as backup. We will first try to run what you have left on the machine in CDF.

A few words about the packaging.
Please put all elements of your assignment in an appropriately labeled envelope or container suitable for holding all elements.

OPTIONAL SUBMISSION

As you know, much of this course has been experimental. We would appreciate any comments stating what you did like and any suggestions for improvement that you might have.

REQUIRED SUBMISSION

Part of your <u>class participation</u> grade will be based on an evaluation of each individual's contributions to the team project <u>over the semester</u>. Each student must individually fill in and submit in an individually sealed envelope the form which is attached. The individual contribution grade will be based on judgments expressed in these forms and information known to the teaching assistants.

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Evaluation of Individual Contributions to Team Project

Assume that you have $100 to pay the group members who have participated in your team project. On the basis of each member's overall contribution **over the entire semester**, please allocate this money among the members. You should consider quality of ideas, time invested, group participation, personal effort, commitment, and "going beyond the call of duty" in this allocation. **Make sure to rate your own contribution as well.**

Project Name _____

Name of Group Member   "Pay"

1) _____ $ _____.00

2) _____ $ _____.00

3) _____ $ _____.00

4) _____ $ _____.00

5) _____ $ _____.00

TOTAL $ 100.00

Additional comments (optional, use reverse side if more space is needed):

_____

_____

_____

_____

_____

Your name (optional): _____

Approx. no. of **hours/week** (including class) spent on this course (optional): _____