

888344

Final Project

Report



Overview

- Introduction
- Proposal
- Research
- Analysis
- Design
- Conclusion
- Example



Details

Do you wish these
details clearly
explained on a web
page?





Introduction

General

- introduce the project, product/service and the report.

The start

- Try to explain the whole project (344) in 1 or 2 sentences
- Expand on this/these sentences
- Think – what is essential information to understand what I am doing?





Introduction

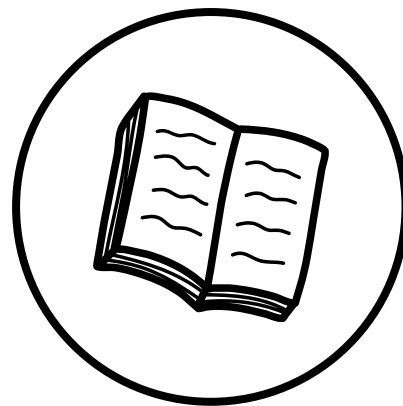
The reader should know **exactly** what you are designing

- Is it a web page, phone app, digital tool (e.g. watch)?
- What is the overall purpose of the product/service?
- What is your focus on this project (344)?
- What will you explain, in detail, in this report, concerning exactly how a user will use this to achieve the main goal, and other goals (called user intents)?

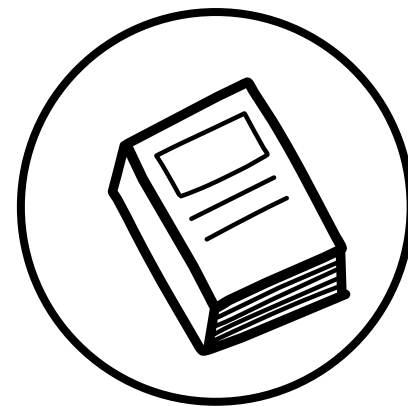


Project proposal

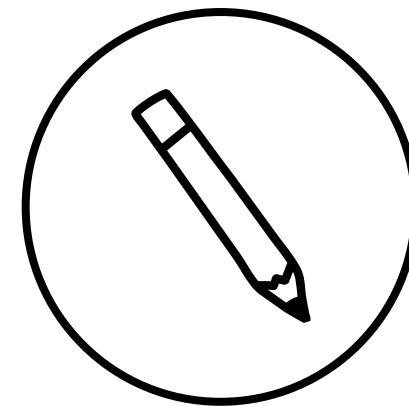
DO NOT USE THE FORM !!!!



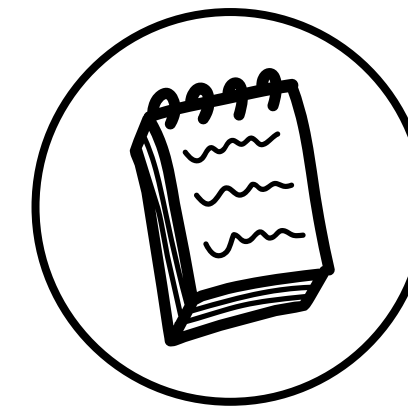
What is your proposal?



What is it supposed to do – overall (background) in this project (344) – give a very positive view of the work that you will **show** in this report (not sales talk / 399)



Who is the user?
What do they want to do?
Or, what do you want them to be able to do?



What is the number 1 thing they need to be able to do?
How are you going to explain this main goal?

DO NOT USE 399 – it is not relevant



Contextual Inquiry (Research)

analysis

understand what exists, the good bad, the needs, the wants, etc. by analyzing at least 3 competitors.

insight

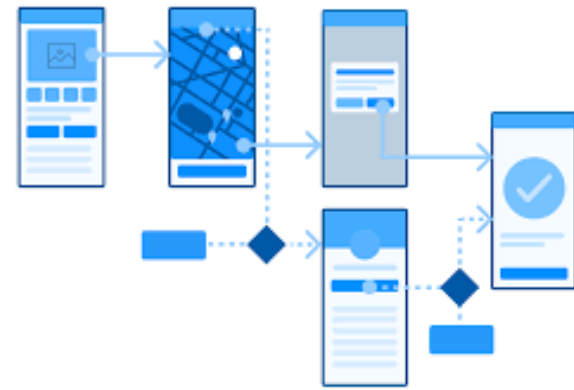
gain insight to what works, what does not, what you should include, why your work is of value to a user

user tests

If you have something to test you can gain insight by surveying users e.g. interviews, observe users etc.

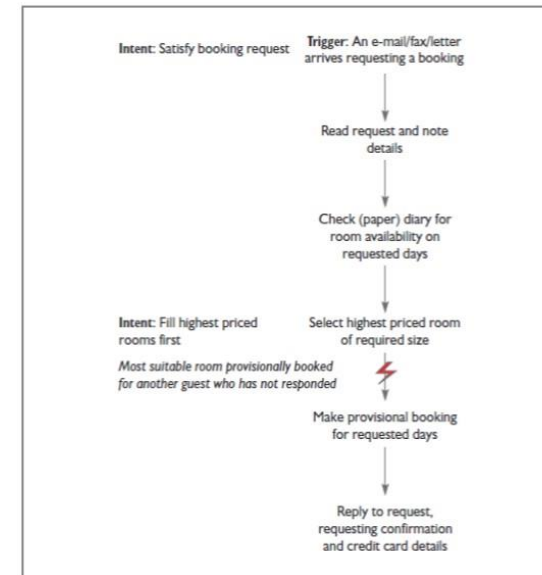


analysis (includes your models)



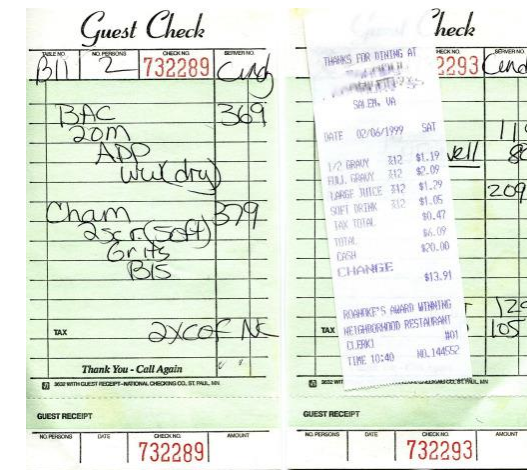
Flow

show the flow of screens and actions when the user performs their main goal / intent



Sequence

Give detail of the actions the user takes when performing a sequence of actions



Artefacts

How will the user interact? What will the product do when there is an interaction?

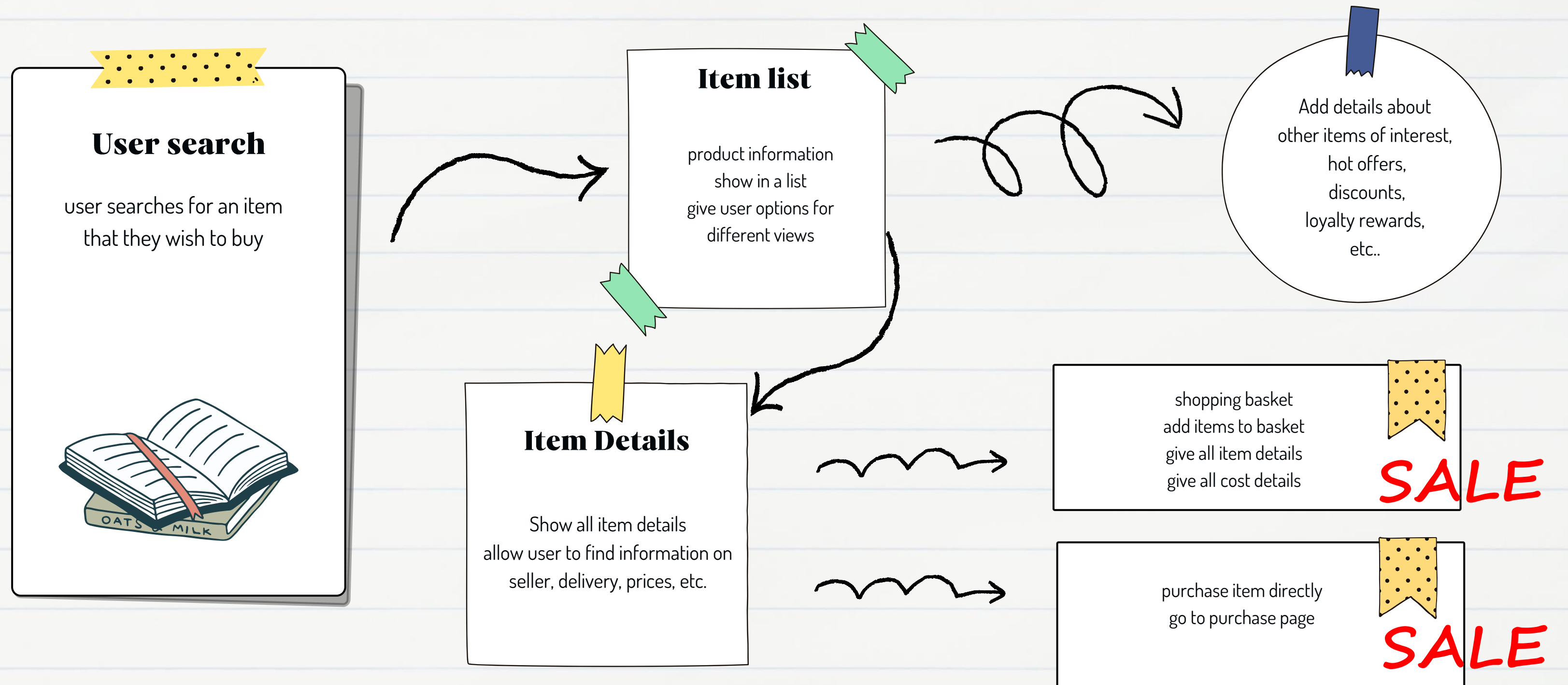


Other

standard models
high / low fidelity
site map / architecture
vocabulary

issues or problems are shown as a lightning symbol

Example: purchase



Design

affinity diagram

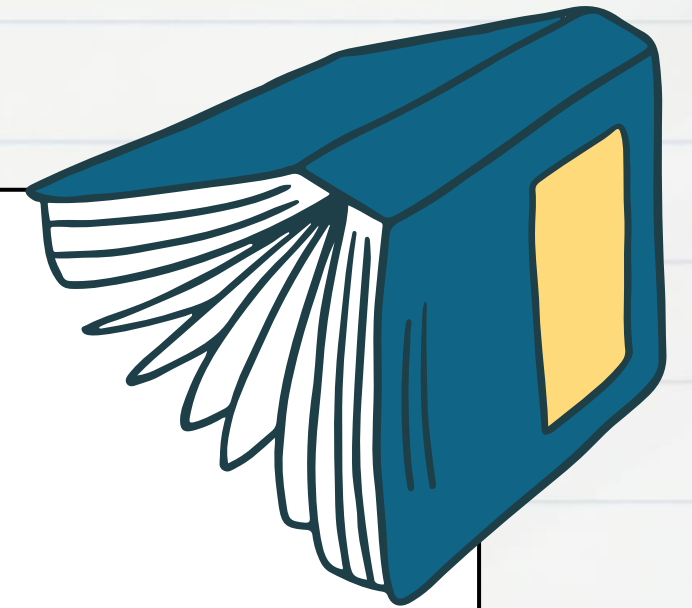
top-down and bottom-up
design

Storyboard

customer walkthrough

Wire frame

physical design
style
navigation
vocabulary
menus
buttons



The good

research



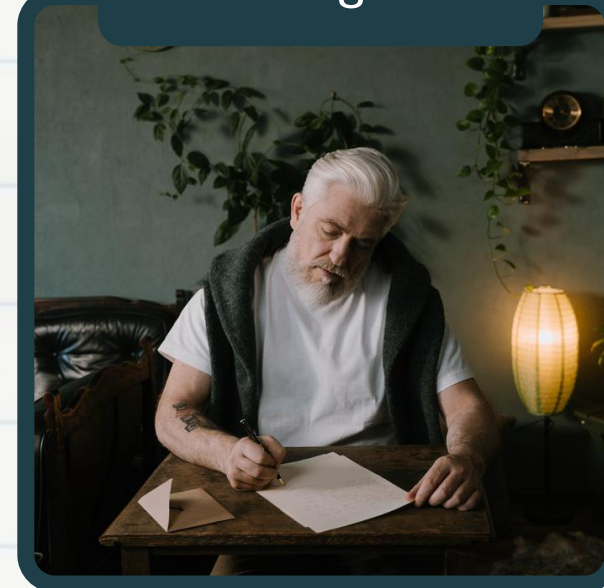
insight from what exists
used to understand your
design

analysis



what is important,
what goes where

design



what goes where,
what does it do
what does the user do
how, how quick, what next
etc.

overall



I can see what you have
designed
why you have designed it
the stages & drafts you have
produced to get to your final
design





Anything else?



Cover page

- Student name, student number
- course name, date.



Conclusion

- summarize what you have done
- why is it good?



References

- Cite your work and provide references (formatted correctly)

A well-formatted and structured report will get you better grades

1. Introduction
2. Project Proposal
 - 2.1 product design

...,



Conclusion

01



Do at least the basics,
include why your work is good

02



Draft and read your report –
everyone's first draft is POOR –
improve it

03





plagiarism = 'F'
just don't





demonstration dates

- 
- week 14 – Thursday, October 3rd ('A' students)
 - week 15 – Monday, October 7th
 - week 15 – Thursday, October 10th

- 
- each student presents by them self
 - e.g. 5 minutes per student, 15 per session
 - show – 2 minutes
 - Q & A – 2 minutes





Notes – submission

- demonstrations start October 3rd – final reports need to be submitted before your demonstration
- submit a pdf file starting with your student number
- if you re-submit add V2, V3, ..., to the end of the file name
- write your project partner student number on your cover page





Notes – proposal forms

- put the proposal form in an appendix at the back of the report if you wish to include it
- it is better to write your proposal properly (*not the form or form contents*) in the final report as a section or sub-section
- For example:
 1. Introduction
 2. Proposal
 3. ...





joint projects

- both students must submit their own final report
- this must describe their (student not group) work
- different work = 100% of the marks
- shared work = 50% of the marks

simply put if you do the work 'together' you will fail





joint projects

- if your work process is more complicated, explain it
- for example:
 - student A draft screen 1.1
 - student B checks/amends draft
 - both students agree on final screen 1.1
 - student B draft screen 1.2
 - student A checks/amends draft
 - both students agree on final screen 1.2
 - etc.





joint projects

Introduction & Proposal

- You can describe the overall project (same for both students)
- Describe what you (the student) will do in this project (888344 not 888399).

Contextual inquiry

- Each student can research different websites/apps/platforms to gain insight into what you should design. Explain the good, the bad, the insight and the affects on your design.

Models

- Each student should model at least one (different) user goal (called an intent), e.g. user looks for information, user becomes a subscription member, user makes a purchase, etc.
- Each student should create at least 3 models.





joint projects

Vision

- What is your (student) vision for your (student) work. Explain what your work (student) look like at the end of this course (this course 888344 not 888399).

What content is the same?

- Information like the overall project and potential users could be the same in both reports but this would only be 1 or 2 paragraphs. The rest of all the work and all of the reports is **100% completely different.**





Notes – relevant text

- what is relevant for the design of the part of the project for this unit
- work completed for this course
- work in the report

DO NOT PUT WORK FROM ANOTHER UNIT IN THE FINAL REPORT

no 888399



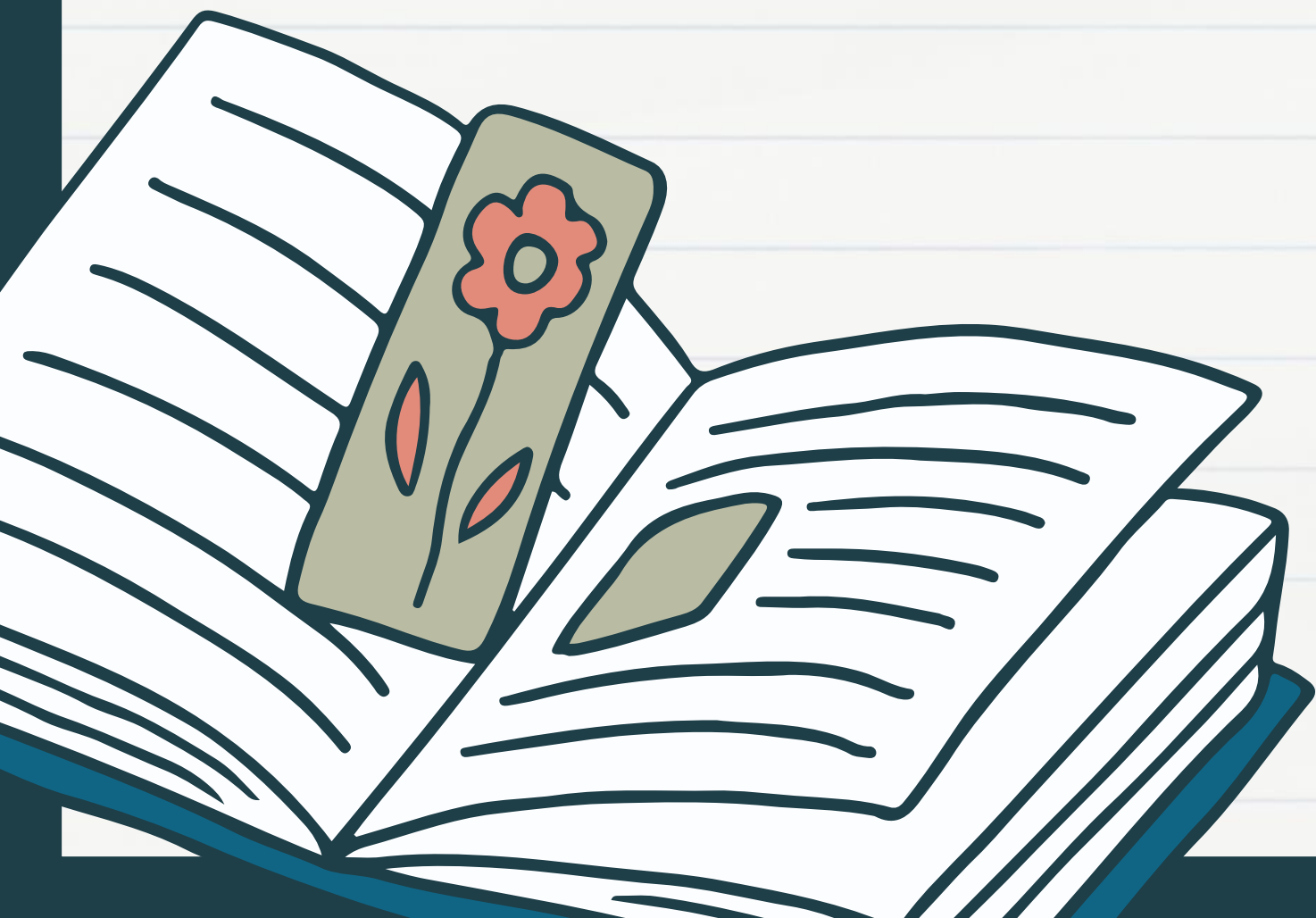


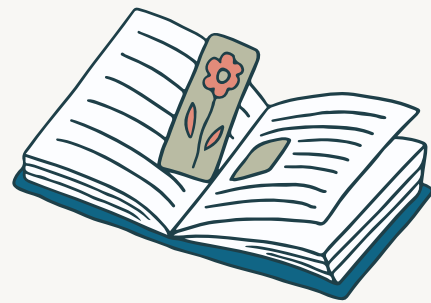
Notes – relevant drafts

- include all of your relevant work, including discarded designs, drafts, amendments, early design, design processes, design considerations etc.
- describe the why – why did you add, remove, design this button / menu / menu item / delay / color change / sound etc. ?
- and describe what happens
 - user presses button, button changes color, de-presses, & within 0.2 seconds the new screen appears



Any questions?





Example



Fitness monitor

