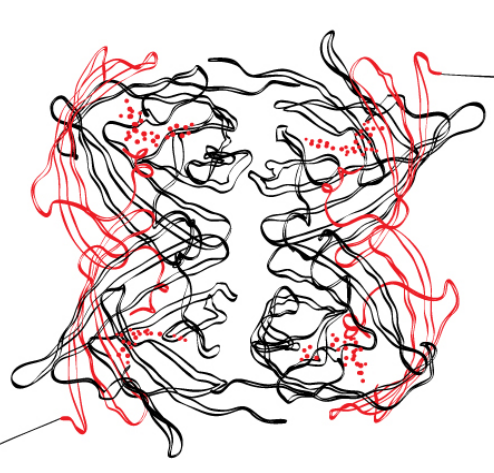
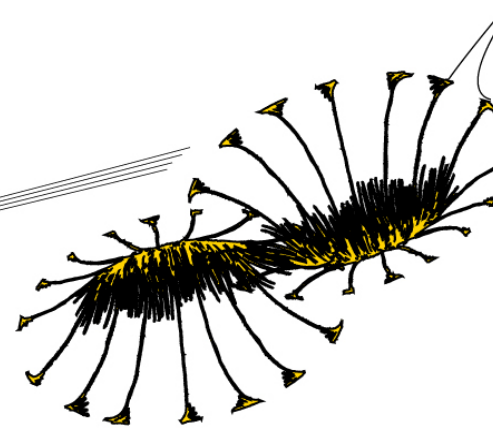


HCI DESIGN & EVALUATION

Final Project report 2021-2022

Module ID: 202001032

Bachelor Technical Computer Science / Business & IT



FINAL PROJECT NOTES

You can use your assignments as building blocks to write your final project report. For example, you can base your Introduction and Background sections on the project proposal deliverable. Ethics report would be in an Appendix. Please make sure that the final report is one story. You need a new introduction and a general conclusion. Make sure the report reflects the process of the project, and make clear how and based on what decisions were made.

FINAL PROJECT FORMAT

Guideline: ±25 pages, excluding figures/references/appendix

Your final project is a document describing your project activities and results in the form of a report. You write for people who are familiar with the general topic area (in our case, HCI and so your peer students) but not with your particular project.

Sections to include, but not limited to:

(Title page with project name, group number, group member names. Table of content, page numbers).

Introduction: describe domain of the project and its importance, summarize report contents.

Background: describe past literature in domain and findings from the project proposal.

Proposed system: explain proposed system interaction concept and its novelty compared to past work and the values. Explain how you validated your system during the initial interviews, and how this reshaped your concept.

System prototypes: explain what part of the system are implemented in the lo-fi prototype and what you learned from showing it to users (students and the teaching staff) that informed your final hi-fi prototype. Show the lo-fi and final hi-fi prototype, with images. Explain for your final hi-fi prototype what part of the system you focused on and why you focused on that part of the system. Include implementation details for the hi-fi prototype (software/hardware/integration with SDKs, framework/'intelligence'/physical materials depending on your project). Please make sure to include an explanation of what specific part of the interaction was implemented in the hi-fi prototype.

Usability testing of the hi-fi prototype: Mention the specific part of the system that is tested, explain your usability study participants, procedure (task participants were asked to do in relation to the specific part of the interaction that is tested), results and conclusions of the usability study.

Controlled experiment: present and describe your proposal for your controlled experiment Include your ethics reflection as appendix.

Conclusion: an overall conclusion of the process and your work.

Future Work: discuss possible directions for you prototype and research based on your findings.

FINAL PROJECT GRADING

Area	Description	Mark	Comments
Submission of progressive deliverables	Deliverable progress from proposal up to and excluding final report, submitting it on time and completing them in time	5	
Final report (content)			
<i>Intro & Background</i>	Context analysis and concept: Explanation of the main types of existing solutions and detailed evidence how each is insufficient, explanation of how your system is different, evidence supporting why and how your system should be used. Include the literature review (based on project proposal)	15	
<i>Proposed system</i>	Explain clearly your concept and why the system is novel, based on evidence and interviews. Include the concept video link (based on concept video, persona, scenario report, identification of values and interview report)	10	
<i>Description of lo-fi prototype</i>	Design of lo-fi prototypes, including research questions, evaluation procedure and results. (based on lo-fi prototype report)	10	
<i>Description of hi-fi prototype</i>	Design of hi-fi prototype (based on hi-fi prototype report)	15	
<i>Usability testing of the hi-fi prototype</i>	Results of the usability testing with 4/5 users. Report their demographics, how your evaluation was executed, and the interesting insights about how people experienced your system.	15	
<i>Proposed controlled experiment</i>	Plan for future experimental research study. Ethics reflection can be included in the appendix. (based on controlled experiment report)	5	
Final report (general)			

<i>Lay-out and presentation</i>	Nicely written text and natural flow of story and structure. References follow a citation style such as APA, IEEE, ...; figures and tables have a caption and are mentioned in text, quality of figures and tables is ok for print; Appendices are used in a proper way,	5	
<i>Writing, readability, organization</i>		5	
Final prototype*	Degree of technical implementation of the intelligence of the assistant. Degree of technical implementations of the key interactions	10	
Video		5	
Total		100	

Final evaluation: Your final project report (report, prototype, video, and all progressive deliverables) will be evaluated by one of your teachers. The teachers will also consider the peer reviews in their grading.

* See below for additional details on the final prototype evaluation

GRADING OF HI-FI PROTOTYPE

The hi-fi prototype is assessed in 2 ways: through the description in the final report (worth 5 marks of final project grade) and through the Oral Reflection (worth 15 marks of final project grade).

Grading Criteria of hi-fi prototype:

Supports usability testing

- It allows for real-time interaction with the user

- It communicates the key interaction(s)

- Presents one possibility for the look and feel of system beyond wireframing

Technical implementation

- Degree of implementation is significantly higher than lo-fi prototype

- Integration of 'intelligence' (such as applied AI APIs, frameworks, SDKs, etc.) and its motivation

ORAL REFLECTION MEETING

Overall goal of oral reflection meeting:

- To better understand the project and view the hi-fi prototype
- To give students an opportunity to present their work to supplement the written report
- Students and teaching staff can discuss the work

Oral reflection meeting procedure

- Give an elevator pitch of your project, including problem area and why it's a good and novel idea
- Be prepared to discuss your project components, including what is the problem, why your solution is good (project proposal), how you researched the topic (project proposal) and why you formulated the controlled experiment, interview and lo-fi studies like you did and what the results were
- Bring your hi-fi prototype and be ready to present it
- You are allowed to present an updated version of the prototype. Based on the results of the usability test, but should mention so in the meeting
- Any red, yellow or green cards in the group