

# HCI - Assignment n.2

Design and prototyping of an application using a human-centered approach

Final presentation and demo

**Project Title:** XYZ an application for ...

**Group:** Alice, Bob & Carol

**Lab Class:** PX

# Introduction

Insert project title here

- Brief contextualization / motivation.
- Why this project?
- Relation to other courses? (e.g. Data Bases, Project...)
- Personal Interest? Elaborate
  
- ....

# Project Objectives

Insert project title here

- Define high-level goals
- What are the expected outcomes?
- What are the benefits?



# Personas

- Select 1 or 2 main target users
- Define the corresponding personas:
  - Include name, gender, age, profession, background, main motivations, goals and needs ...
  - Do not include too much detail



# Scenarios

- Define context of use through main scenarios
- Define short concepts or descriptions of how users (personas) will use the application
- Should not to go into too much detail

# Tasks

- For each scenario indicate the main tasks that users will perform using the application
- Identify relevant issues of the **context of use**, if necessary (e.g. mobile usage, noise, dust, stress level, etc.);
- Which tasks will become easier using the application (taking advantage of the capacities) then how they are performed currently (without the application)?
- Include the decomposition of the main task using Hierarchical task analysis



# Requirements

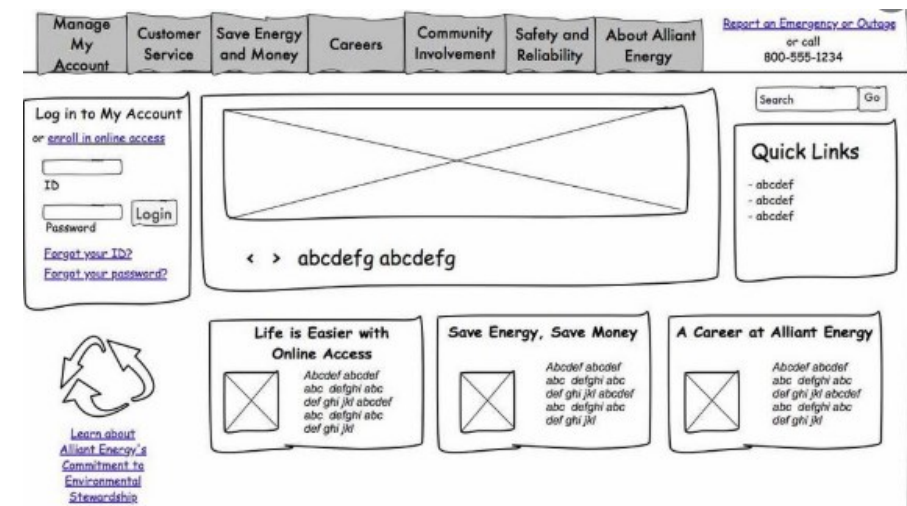
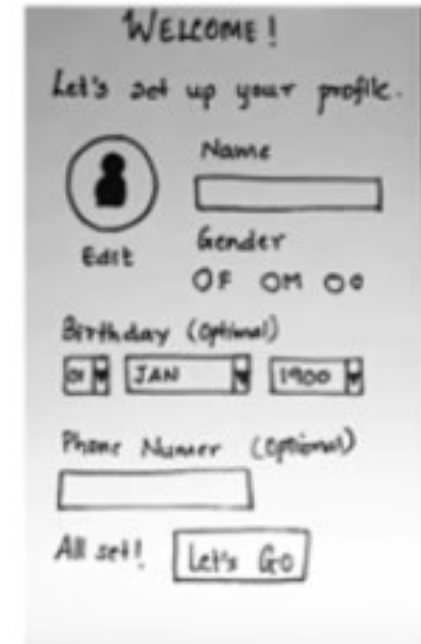
- Define a set of requirements (non-functional, functional, ...) based on the objectives and personas:
  - **Non-functional requirements** – specify the main usability requirements (ease of learn or ease of use? ...) and other that would be the most relevant (privacy, ...)
  - **Functional Requirements** - specify the main functionality the application should support



# Low Fidelity Prototype (LFP)

Insert app title here

- Paper or digital prototype?
- Present the main features of your solution according to your pre-defined list of requirements.
- Use images and/or videos to contextualize.





# LFP User Evaluation

Insert app title here

- Present the method used.
  - What did you want to evaluate?
  - Which personas and scenarios were addressed?
  - What tasks were used?
  - How many participants and which profiles?
  
- Present the main results
  - Present new features identified and changes you may have made to the conceptual model.

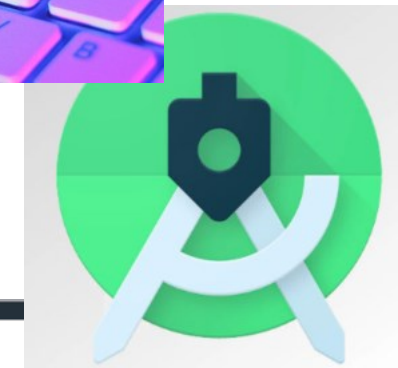


**END OF 1st DEVELOPMENT CYCLE!**

# Platform Used for the functional prototype

Insert app title here

- Present the main tools used.
- Specify any libraries used.
- Any specific hardware?
- Why have you select these technologies?



# User Evaluation of the functional prototype

- Present the method used.
  - What was the goal? What did you want to evaluate?
  - Which persona(s) and scenarios were addressed?
  - What tasks were used?
  - How many participants and which profiles?
  - What questionnaires were used?
- Present the main results
  - Use charts or images to highlight main observations.
  - Present new features identified and changes you have (should) made after this evaluation.



**END OF 2nd DEVELOPMENT CYCLE!**

# Demo

Insert app title here

- Present the main features.



# Future work

- If you were to continue the project, what would be the next steps?

## Effort of each group member

- (same effort or anything else?)



# Acknowledgments

- To all participants ....

(This template is based on a template produced by Bernardo Marques)

# Bibliography

- Cooper, A., R. Reimann, and D. Cronin, *About Face 3 The Essentials of Interaction Design*. Wiley Publishing, Inc., 2007  
(Other books, papers, ...)