Project portfolio report

Goal

- Present the results of your user testing.
- Produce a final version of the prototype.
- Create a portfolio report detailing the evolution of the project.
- Achieve closure.

Due date

Tuesday, May 13, 7pm at 213 KN. Groups are welcome to turn this in early; if so, you can put it in DanCo's mailbox at 301 College Ave (preferred) or 3rd floor Kennedy.

For this assignment, there is no individual deliverable. However, all group members are strongly encouraged to contribute equally. Consequently, you will receive an individual grade based on the final peer evaluations. These will be due May 15.

Deliverable

This assignment is as much about creating a final version of your system as it is about writing a professional document that a group of HCI consultants could present to their client. In fact, in thinking about how you should write the report, you are encouraged to imagine yourselves as consultants reporting back to a client or as a project team reporting to your team manager.

One part of the assignment is to complete a last iteration of your prototype. This version should incorporate improvements based on your usability testing as well as on problems left over from the heuristic evaluation that your group judged as important enough to address. It should be a very high fidelity prototype/initial alpha version of a system.

The other part of the assignment is the report. This report will be a maximum of 18 pages (excluding appendices; double-spaced; 1" margin; 11 pt font). The page limit is imposed as an exercise in presenting your system intelligently and succinctly. When you start working in the 'real world', you will notice that most business executives do not have the leisure of reading long reports. The report should contain the following elements:

- A one page executive summary: What your system is, how you designed it, and what makes it interesting.
- A description of the features of your system, the intended users, and common tasks they would do.
- A description of how your system has evolved from the initial prototype to its current form. How did various methods discussed in class (e.g. interviews, surveys, personas, scenarios, cognitive walkthrough, heuristic evaluation, usability testing) inform your design? What design trade-offs did you have to make? Before and after screen-shots would be really useful in this section.
- Be sure that you cover your user testing and response to it in some detail. You should have a minimum of five test subjects. Summarize subjects' characteristics, the tasks they took on, their overall reactions to the product, the major problems you discovered, and any other interesting tidbits about the process. As usual, you should present five key changes, with justifications and design discussion, that you made based on your user testing.
- A brief section about the future of the product that might address 'unhandled' problems. This might include a list of known problems in the interface that were found in prior stages that you could not address. If you were able to address all known issues, you should mention this, as well as provide a brief description of what your next steps or future directions for the product might be.

Although you are encouraged to use work you have already done in preparing this report, it should not include sections of other reports cut and pasted together. This should be a coherent story of the evolution of your product. You are encouraged to include scenarios, personas, screenshots and elements from earlier prototypes, your test script, tables of problems found, and any other useful information in appendices. However, you should not assume that we will read the appendices, unless you refer to specific elements contained in an appendix in the body of the report.

Evaluation

This assignment is worth 20 percent of your grade. It will be evaluated on completeness and communication.

- Does the report show that you did a conscientious job of user testing? (20 pts)
- Is v5 a substantial iteration? Is it higher-fidelity and more complete than v4? Do you intelligently present the changes you made? (30 pts)
- Is the report self contained? Can we completely understand the features and uses of your system by reading your report? (20 pts)
Can we clearly follow the path of how your system has evolved from initial prototype to final product? Are the design choices well reasoned and justified? Is it clear how the activities you performed along the way contributed to the evolution and improvement of the system (20 pts)?

- Is the report readable, professional, convincing to us as your client? (10 pts)
- Wow factor. (10 pts)

Note that there are a total of 110 available points, for a 100 point assignment. Excellent work on this assignment is the way in which we offer "extra credit opportunities" in this course. Plus, you should just do a great job on this for your own sake: you've worked hard, and that should show through.