**Project portfolio**

**Overall comments on portfolios.**

*User testing*: Overall, we feel that many groups lacked specifics in user testing. We wish that you had included details such as initial research, specific information on users, whether or not they were your users throughout the whole process, and also specific procedures that you used.

*V4 Fidelity*: We wish you guys had used figures to show the differences between versions, but overall most people did increase fidelity and use class concepts and user testing to justify your changes.

*Self-contained*: We could for the most part understand all of your interfaces and systems.

*Story*: We think that it would have helped if groups presented user data in coordination with their changes instead of in separate sections. Chronological order, we think, could have helped reduce some redundancies.

*Writing*: We do know that this was a first draft, and that there was a time factor. Overall, we wish the writing had been better. Some reports were overly redundant. Grammar and typos don't help either.

*Wow*: We gave points based on things you did exceptionally well. Was your problem or solution particularly interesting? Were your methods innovative? Was your paper interesting to read overall? Generally points were low because this is extra credit.

Your project grades will be dropboxed to you and they will show up on blackboard "later".

**Goals**

This assignment is about two main goals: 1) creating a final version of your system; 2) 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.

**Requirements**

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 earlier evaluations and critiques 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 20 page word document (double-spaced; 1" margin; 11 pt font). The page limit is imposed to encourage you to present your system intelligently and concisely, as well as to facilitate grading. 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, observation, scenarios, cognitive walkthroughs, heuristic evaluation, usability testing) inform your design? What design trade-offs did you have to make along the way? Before and after screen-shots would be really useful here. The most important ones should be included in the body of the document; you may refer to additional ones in appendices.
- Be sure that you cover your user testing and response to it in some detail. You should have a minimum of three test subjects. Summarize subjects' characteristics, the tasks you asked them to do, their overall reactions to the product, the major problems you discovered, and any other interesting tidbits about the process. You should definitely present three key changes, with justifications and design discussion, that you made based on your user testing. These can (and maybe should) be your reference users.
- A brief section about the future of the product that might address 'unhandled' problems or potential changes that arose from user testing. 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.
- Optional appendices that include useful figures, screenshots, sketches, data, summaries, etc. that you found useful and that you would like to include in the portfolio for future reference and use, but that are not important enough to make it into The Twenty Pages. You can refer from the main body into the appendices, and as long as you're not a jerk about it, we'll even look at them, at least briefly. But elements you feel are crucial to the story should be included directly in the body.

Use the interim deliverables you've turned in while you prepare this report, but it should not be sections of other reports cut and pasted together. This report should be a coherent story of the evolution of your project. You are encouraged to include scenarios, screenshots and elements from earlier prototypes, your test script, tables of problems found, and any other useful information, either in the body or in appendices.

**Evaluation**

This assignment is worth 30 percent of your grade. It will be evaluated on quality, completeness and communication.

- Does the report show that you did a conscientious job of user testing? (15 pts)
• Is v4 a substantial iteration? Is it higher-fidelity and more complete than v3? Do you intelligently present the changes you made? (15 pts)
• Is the report self contained? Can we completely understand the features and uses of your system by reading your report? (10 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 along the way? Is it clear how the activities you performed along the way contributed to the evolution and improvement of the system (50 pts)?
• Is the report readable, professional, convincing to us as your client? Is the writing and presentation clear? (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; further, for people who might wind up in jobs in the general vicinity of usability, this will be a useful document to be able to talk about with people.