

HUMAN-COMPUTER INTERACTION 2016-2017

- Group project - pp. 1, 2
- Exam - p. 3

Group project

This document describes the Group Project to be completed by the students who are taking the module on HCI design in the academic year 2016/2017. The following guidelines provide information to the students about the expected content of their report.

Basic constraints

- Length: the report's maximum length is 20 pages; any material that is not essential for the report, should be included in the Appendix (e.g. if you have 10 sketches for the lo-fi prototype, you can insert the 2-3 most important in the report; the other 7-8 sketches should be in the Appendix with proper captions);
- Language: bachelor students of UniTN have no particular requirement and can choose between English or Italian. English is mandatory for master and EIT students;
- Submission: the deadline is fixed to January 6th, 2017.

Learning outcomes

The course-work is designed to give students first-hand experience of an interaction design project. The students will perform a design project on *pervasive games to support social life in/from the campus* (requirements, alternative design and evaluation) up to the development of a medium-fidelity prototype, applying techniques and methods introduced in the course. Prototyping will be used to support the communication of design ideas between the designers' team and to support user testing. Students are exposed to typical group work dynamics, and will learn how to share information and co-ordinate activities in a typical interaction design project.

Objectives and procedures

The project is aimed at delivering prototypes of a novel pervasive game (or "gamified" product) following a user centred design. The level of fidelity of the prototypes is a decision of the students (at least low-fidelity prototype evaluation and a clear idea of a medium-fidelity prototype), but it should be good enough to convey a clear idea of user, social and technological requirements.

The project is organised around the following activities:

1. Game ideation: each group has to define a game idea based on the topic of *pervasive games to support social life in/from the campus*. A "rough" description of the game should be included in the first part of the report;
2. Design space definitions: following a PACT analysis related to the context of use of the game, each group has to identify specific stakeholders, context of use, and a set of activities they wish to support with their project, and broadly defining the required technology.
Once the stakeholder is identified, each group should collect information from the target players for a preliminary evaluation of the idea. The evaluation method - including questionnaires and/or interviews - should be described (the precise text of questionnaires and/or interview can be added in the appendix), as well as the results. Any reflection/re-design coming from the collected data should be documented;
3. First design: each group has to provide a detailed description of the first version of the game. The *elemental tetrad* and similar game design models can be used to structure the description. Moreover, each group should implement different low-fidelity prototypes of the idea, including mock-ups and/or storyboards and/or refined personas and/or scenarios; the selection of the precise design tools is a decision of the students, but it should be good enough to convey a clear idea of the design of the game;
4. Evaluation: each group has to evaluate their design proposal in order to assess the quality of the design of the game. At this stage the groups are expected to conduct a more in-depth evaluation of the design compared to phase 2;
5. Data analysis and re-design: the groups have to provide a critical analysis of the collected data, discussing suggestions and feedbacks by the users. Each group has to do a re-design of the game according to this information and propose a mid-fidelity prototype of the game.

Participation

It is of utmost importance to the success of the project that each member of the group contributes to the work. In case of problems and conflicts that students are unable to deal with independently, they are invited to e-mail Zeno Menestrina, copying each group member in the e-mail. People who do NOT contribute to the group work will receive a lower mark (up to 0 in case of no contribution at all).

Exam

The assessment for students attending the course, and members of one of the registered groups, is divided in two parts with a specific weight on the final mark:

- 70% coursework - a UCD project on pervasive games and the related written report;
- 30% written exam - multiple choices and open questions particularly oriented on the UCD project.

The assessment for students not attending the lecture and/or not involved in the coursework will be based on a written exam covering all the topics of the course.

Basic constraints

- Registration to the exam is mandatory;
- It is NOT possible to register to two consecutive exams; if you fail one exam, you will have to wait until the second next exam session (e.g. if you fail in January, you cannot register to February's session; you have to wait until June).