CSC 484: Details of Milestones 3 and 4

As outlined in the projects overview, Milestone 3 entails the following two pieces of work:

- the design and implementation of a modest prototype, embodying interesting and key concepts of your proposed product [1]

- the design and conduct of a small-scale usability study, directly or indirectly involving the prototype [1]

Milestone 4 entails these tasks:

- present your project results to the class during the final exam period, 10-1PM Monday 9 June;

- complete the analysis of the usability study, plus all other project deliverables by 5PM Wednesday 11 June.

Further Details on Milestone Tasks

The following are more specific tasks and considerations for Milestone 3:

- Determine the extent of the prototype and design the usability study.

- The specifics of the study analyses will vary among the teams, and we will discuss in lab meetings. For most teams, there will be some form of statistical analysis. See the book, notes, and other readings for guidance.

- Some form of user questionnaire is required for all teams. See the book, notes, other readings for guidance.

- In the study, try to do at least one task that involves a numerically measurable result. Again, this will vary among the teams, and we will discuss in lab meetings.

- In designing the usability study, prepare all materials necessary to be distributed to study subjects. The following are minimum requirements:

    o informed consent form (on paper, with signature line)

    o instructions for study participants (online or paper, with oral explanations as appropriate)

    o questionnaires (online or paper)

- If appropriate to your project, you can also:

    o take still photos during and around the study sessions;

    o do audio and/or video recording of some aspects of the study;

    o conduct live interviews with study participants, in addition to or supplementary to the questionnaires.

Note that subject anonymity is most likely not necessary in any of the 484 studies. If you take photos or video of usability study sessions, anonymity is difficult to maintain. Also, If you obtain qualitative results from user interviews or questionnaires, you may want to clarify responses with the interviewees, to the extent that such clarification does not adversely influence the data analysis.

Week 8 Lab Presentations

Week 8 labs will be devoted to team presentations. All presentations will take place in 14-301. Details of the presentation format are up to you, but you should address each of the following topics:

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[1] For the `2d3d` team, more in-depth experimental design and larger-scale study are substituted for the prototype.

- brief discussion of Milestone 2 topics, i.e., the user community

- discussion of the experimental design of the usability study, including what people can expect when they participate (emphasis here for 2d3d)

- discussion and possible demonstration of your prototype (except 2d3d)

The following is the presentation schedule:

Time	Day	Team
12:10 - 12:34	M	2d3d
12:36 - 1:00	M	gatekeeper
12:10 - 12:34	W	mobility
12:36 - 1:00	W	swat
12:10 - 12:34	F	menupad
12:36 - 1:00	F	iwimp

Please plan your presentation to last no more than 20 minutes, to allow 4 minutes for questions.

Weeks 9 and 10 Usability Studies

Weeks 9 and 10 labs will be devoted to the usability studies. The following is the schedule, which is subject to some minor adjustments if necessary:

Week	Time	Day	Team	Location
9	12-1PM	MWF	2d3d	14-301
10	11-12PM	M	gatekeeper	14-305,309
10	12-1PM	M	mobility	14-301
10	11-12PM	W	swat	2-204
10	12-1PM	W	menupad	14-301
10	12-1PM	F	iwimp	14-301

The studies scheduled for 14-301 will have all lab machines available, plus any other equipment your team arranges to use. The week 9 studies will involve all class members conducting the 2d3d experiment, with study subjects who are not taking 484.

What I have in mind for the gatekeeper study is the use of the two electronically-keyed rooms on the second from of building 14. What I have in mind for the swat study is the use of tablet PCs in our 484 lecture room. Both the gatekeeper and swat studies will take place during 484 lecture hour.

Finals Week Presentations

Your team will make its final project presentation during the period scheduled for the class final exam -- Monday 10:10AM - 1:00PM. There will be no written final exam.

The final presentation should give a summary of your project results, plus discussion of any other interesting project details. The following is the presentation schedule:

Time	Topic
10:10 - 10:34	`2d3d`
10:36 - 11:00	`gatekeeper`
11:02 - 11:26	`mobility`
11:28 - 11:52	`swat`
11:54 - 12:18	`menupad`
12:20 - 12:44	`iwimp`
12:44 - 1:00	COURSE EVALUATION FORMS POT LUCK FOOD

Plan your presentation to last 20 minutes, to allow 4 minutes for questions.

Specific Project Deliverables

As noted in previous assignment and project writeups, you will submit project deliverables on the team website. Details of website organization are up to you, and you are not required to produce a single document that encompasses all of the deliverables.

You may in fact want to impose some form of overall document structure on your website. Here's how the milestones fit into such a structure:

1. **Introduction**

   The work of Milestone 2.

2. **Storyboards**

   The work of Milestone 1 (which is the same as Assignment 2).

3. **Prototype**

   The work of Milestone 3.

4. **Usability Study Design**

   The work of Milestone 3.

5. **Usability Study Analysis**

   The work of Milestone 4.

However you organize your website, these five pieces of work constitute the required 484 project deliverables.[1]

Change History:

Date	Page(s)	Description
12 May		First distribution, paper copies handed out in class.
2 June	2,3	Added details and schedule for final project presentation.