

MODULAR PROGRAMME

COURSEWORK ASSESSMENT SPECIFICATION

Module Details

Module Code UFCFQ5-30-3	Run 16SEP/1	Module Title INTERACTION DESIGN
Module Leader Keir Williams	Module Coordinator	Module Tutors Keir Williams
Component and Element Number B: CW1		Weighting: (% of the Module's assessment) 28
Element Description MINI-PROJECTS 1 AND 2 - REPORT (Mini-Projects 1 and 2 - Report (3000 Words))		Total Assignment time 64.8 hours

Dates

Date Issued to Students 22- September 2016	Date to be Returned to Students 14- January 2016
Submission Place Blackboard	Submission Date 01/12/2016
	Submission Time 2.00 pm

Deliverables

1. A 3000 word Design Report
2. A prototype or system mock up of your final design.
3. A0 poster providing an overview of your design project.
4. A blog and twitter feed documenting your project development.

Module Leader Signature



UNFLATTENING INFORMATION

MUSUEMS, ENGAGEMENT AND TECHNOLOGY

Final Submission: Blackboard. Thursday Dec. 1st | 13:59

Module: Interaction Design (UFCFQ5-30-3)

Semester 1: 22nd September – 12th December

Component: B1 (CW1)

Weighting: Element (as % of component): 60% | Module Total: 28%

Contact Time: 3 hrs per week

Coursework preparation: 3 hrs per week |

Reading and learning course material: 4.8 hrs per week

Module Teaching email: keir.williams@uwe.ac.uk

Assignment Overview

In groups of four you will conduct design based research on the information systems and educational tools that are used to engage specific audiences with the exhibits and collections at Bristol's M-Shed museum.

In order to do this, you will carry out the following activities:

- **Activity 1** – Conduct design based research.
- **Activity 2** – Create a design brief and present it.
- **Activity 3** – Prototype a design solution, document it and present it
- **Activity 4** – Document your project using a group blog & individual twitter account.

Deliverables

The following is a list of the specific deliverables that must be submitted in order to fulfil the requirements of the brief. You will submit and be assessed on:

A report in **PDF format** which contains the following:

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|--|------------|
| 1. As an individual : A research journal. | 1500 words |
| 2. As a group : A design brief. | 500 words |
| 3. As a group : A prototype report. | 1000 words |

You will then provide the following:

1. As a **group**: A final prototype or system mock-up as a **physical object**.
2. As a **group**: A URL of your blog detailing your project processes.
3. As a **group**: An A0 poster which provides an overview of your project as a **PDF file**.
4. As a **group**: A 300-word summary of your project with a single image that illustrates your project as a **PDF file**.

Marking breakdown

- | | |
|-------------------------------|-----|
| • Research and blog: | 30% |
| • Design brief: | 10% |
| • Design solution: | 50% |
| • Project summary and poster: | 10% |

Important dates

- September 29th – Research visit and tour of M-Shed, Bristol.
 - October 13th – Guest UX workshop.
 - October 27th – Group design brief presentations (progression point).
 - **December 1st 13:59 – Blackboard submission.**
 - December 7th – Prototype and poster presentation.
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Detailed Assignment Processes

The following provides a detailed overview of the activities and submission process that must be adhered to in order to meet the requirements of this assignment.

Activity 1 – Design based research

You will visit the Bristol M-Shed museum on the 29th September 10:00-13:00 as a class and be given a guided tour of the M-Sheds archive.

During the visit you will in **groups** conduct design based research on:

- Existing formal and informal information systems and educational tools used to engage audiences in the museum.
- Observe and document different groups of people as they explore the museum and decide on a specific user group for your project.

After the initial visit to the Bristol M-Shed museum you will visit M-Shed **at least once more** to conduct research and visit **at least one** other museum or collection to further inform your design process.

In order to do this, you must select and use appropriate design based research methods. Examples include: observations of events/activities, talking to visitors and staff, taking observational photos and video, note taking, taking sound recordings and conducting literature reviews. We will discuss this in class before the visit.

Please note the use of surveys will not be accepted as an appropriate research method for this assignment.

For your final submission you will include a 1500-word **individual** research journal in your report which documents your research process and findings.

Activity 2 – Design Brief and presentation

Using your research and the template provided (available here: <https://goo.gl/iURU7K>) you will write a **group** design brief that sets out:

- Your design problem.
- The context of your design problem.

In order to get feedback on your design brief:

- You will present your brief as a group to the class and 2nd year UX students as a 5min presentation in week 6 (27th October 2016).
- You will provide constructive feedback on your peer's work.

This is a progression point. You may only continue to the next activity if the lecturer decides your design brief is of a high enough standard.

Activity 3 – Prototyping and final report

Using your research and design brief you will as a **group**:

- Develop and document a series of concepts which show an iterative design process using written and visual materials.
- Develop a prototype or system mock-up that represents your final design solution.
- Discuss how this prototype meets the design brief you have created.
- Create a 1000-word **group** prototype report describing your design processes and final prototype.
- Create a poster that provides an overview of your design project and prototype solution.

What should be included on the poster?

- Project name and the names of the people in your group.
- A concise description of your research.
- The design problem/ space that you have identified based on your research.
- How you have developed your prototype to engage with this design problem/ space.
- Clear illustrations of key aspects of your project.
- Compelling effective visual design.

Your final design must conform to the following constraints:

- You may **not** present a mobile app as your final solution.
- You must demonstrate how the prototype will be situated within the M-Shed museum.
- Use technology that given the resources and time you could feasibly work with.

Activity 4 – Documentation: Individual Twitter feed and Group Blog

- You will maintain an **individual** twitter feed which provides an overview of your work in and out of class each week.
- You will maintain a **group** blog which will provide an overview of your project progression each week.
- These can then be used to inform your **individual** research journals.

Marking Guidance

You will be marked on the following elements that make up your report:

Research and blog (30%)

- Are the research findings thorough and clearly presented?
- Are appropriate research methods used?
- Is there a clear structure to the report?
- Are there suitable illustrations and annotations?
- Does the blog provide a clear engagement by the group in the project?

Design Brief (10%)

- Does the brief present a clearly defined design problem that is relevant to the chosen organisation?

Design Solution (50%)

- How far does the design solution go towards fulfilling the design brief?
- Is the prototype or system mock-up able to demonstrate the concept for the design solution in an articulate manner?
- Does the final design demonstrate that students have taken a creative and innovative approach to solving the design brief?

Design summary and poster (10%)

- Has the group been able to articulate their research findings and subsequent design insights in a concise summary and poster?

Submission Details

Details of submission time, date and place of submission.

Ensure that you test your portfolio and client website on multiple machines, screensizes and browsers. Links must work and file permissions must be such that the material is available to mark online. Work that is unavailable online cannot be marked.

Submission format guides:

Report: You must submit a **PDF** of your report with your name and student number in the filename using the ACM or the Springer template which are available on Blackboard. **Work not in this format will not be marked.**

- Templates also available here: <https://goo.gl/bij4BG>

Poster: A **PDF** of a high quality A0 Poster, a A0 full colour print for the poster presentation.

Summary and image: A **PDF** containing the text, image and a link to your group blog.

Study Support:

The following links provide detailed information on study skill provision and UWE academic policy. In submitting your final submission for examination you agree that you have read the following guides linked to below:

- Digital Media BSc Learning Policy:
- UWE Study skills: <http://goo.gl/NalwD5>
- UWE Word count policy: <http://goo.gl/Qe8kbg>
- UWE Referencing policy (UWE Harvard): <http://goo.gl/lu3S3L>
- UWE Plagiarism policy: <http://goo.gl/vAHWOp>
- UWE Academic appeal process: <http://goo.gl/Tf1nv3>

Plagiarism Advice:

The usual university strictures about plagiarism apply to this assignment. It is good practice in academic writing to reference correctly the work of others that you may draw upon for your own. Please help us to clearly distinguish your original efforts by so doing.

If you use code from other sites, the sources must be referenced in your Bibliography. If you use any other site(s) as a source of ideas for your site, you must reference the source. If you copy code and/or ideas from another student's work, or even if you are helped by another student, you must reference/acknowledge the source.

- UWE Plagiarism policy: <http://goo.gl/vAHWOp>