CS3240 Assignment G3: Final Evaluation, Prototype Revision, Project Video, and Poster

DUE DATE  Wednesday, April 24th by 23:59 noon (on the day of the poster presentation)

GRADE  16% group grade (5% Final Interactive Prototypes and Evaluation, 6% concept video, 5% poster and the explanation during the poster session)

In this assignment, you will showcase the final result of your group’s iterative design and development during this semester. You will perform one more round of evaluation on the interactive prototype, and revise it, produce a video, and make a poster to present for the final poster session to the class, instructors, and visitors.

What to do

1. **Evaluation & Analysis**: Evaluate the interactive prototype produced in G2 with 3 more target users using the same tasks used in G2 or different tasks, and collect user feedbacks. Based on the results of your evaluation, tell us what aspects of your design were successful and what were not? Refer to your evaluation results to justify why something was successful or unsuccessful. If unsuccessful, explain how your design could be altered to address this problem. Based on your results, adjust the final interactive prototype.

2. **Project video**: You also need to create a project video no longer than 3 minutes to demonstrate the problem you want to address, your prototype, how it is used, and how did you come up with the design.

3. **Final poster**: Finally, you need to produce the final poster to explain the entire project. The poster will include the problem you try to solve, the solution, and some of the findings in your user evaluations. You also need to explain your project to the teaching staff and visitors during the final poster session.

Deliverables

1) A document that describe the evaluation process, the major findings and changes you made to the final prototype
   a. Who did what in this assignment
   b. Overview of the problem you aim to solve and the solution you have come up with and the link to the video (1/2 pages)
   c. Describe the evaluation process (1/2 – 1 page)
   d. Findings of the evaluation (1 – 2 pages)
e. Describe the adjustment you plan to make for the final prototype and tell us why (1-2 pages)

f. The key ideas you have learned in this class about interaction design (be concise and to the point, maximum 1 page)

2) The final interactive prototype as a zip file

3) A video (upload your video to youtube and include the link to the document)

4) The poster

5) Any additional supporting documents (such as consent forms, meeting notes, evaluation notes, etc.)

Instruction for project video

Your video must adhere to the following guidelines:

At most 3 minutes in length, noting that 2 minutes is a more common length.

Include titles, team members’ names, and the class name, affiliation (such as cs3240 spring 2013, school of computing, NUS) for the video.

Resolution of at least 720px x 480 px. Send as high a resolution copy of your video as possible.

We strongly recommend 16:9 aspect ratio. Encode your video using square pixels for the pixel aspect ratio to avoid your movie looking stretched when projected.

We ask you to upload your video to a video sharing service such as Youtube and submit the link to video instead.

Suggested video encoding format is MP4 using the H.264 codec. Most video editing software provides an exporting option to MP4/H.264, for example iMovie, Adobe Premiere, and Final Cut Pro. If you prefer to use free software, x264 can encode any video into H.264.

Third-party material and copyright

It is very important that you have the rights to use all the material that is contained in your submission, including music, video, images, etc. Attaining permissions to use video, audio, or pictures of identifiable people or proprietary content rests with the author. You are encouraged to use Creative Commons content, for example music available at ccMixter.

Videos will be graded according to two main criteria:

Content: The topic of the video is ultimately up to you, but some approaches that have worked well in the past include the following: presentations of interactive
prototype and usage scenarios, visions of the future, humorous parodies or thoughtful critiques of Interaction Design, and reports on contextual inquiries and user studies. A video's content evaluation depends on how it addresses design problem, and whether its message is interesting and engaging.

Presentation: Is the video edited well? Does it make appropriate use of pacing, music, and special effects? Does it drag on, or will it hold an audience's attention? We encourage creative editing of your videos. The tight time limit is imposed to keep videos short and punchy. In addition to effective pacing, your video should include appropriate music or soundtrack. Your idea may be brilliant, but if you can't convey it in an engaging way, it will not make a good live video piece.

How to Prepare a Poster

*Originally by Sven Hammarling and Nicholas J. Higham*

http://www.siam.org/meetings/guidelines/poster.php (modified by the teaching staff to suit this class)

Poster session is an important channel to communicate your idea with your audience, and many of us are rather inexperienced in their preparation and presentation. Having been involved in organizing and judging poster sessions, however, we have given some thought to what we consider to be desirable features of a poster.

What Is a Poster?

A poster is very different from a paper or a talk, and so different techniques need to be used in its preparation. In particular, a poster is not a paper, and simply pinning a paper to a poster board usually makes a very poor poster. A poster board is typically 4 feet high and 6 feet wide, but the reverse orientation (tall and thin) is also seen. It is advisable to check beforehand on the size of the boards that will be available to you. A poster itself is a visual presentation comprising whatever the contributor wishes to display on the poster board. Usually, a poster is made up entirely of sheets of paper pinned or attached with velcro strips to the board, but there is no reason why other visual aids should not be used.

The purpose of a poster is to outline your course project in a form that is easily assimilated and stimulates interest and discussion. The ultimate aim is a fruitful exchange of ideas between your team and the people reading the poster, but you should not be disappointed if readers do not stop to chat—a properly prepared poster will at least have given useful information and food for thought.

A Poster Tells a Story
In preparing a poster, simplicity is the key. A typical reader may spend only a few minutes looking at the poster, so there should be a minimum of clutter and a maximum of pithy, informative statements and attractive, enlightening graphics. A poster should tell a story. As always in a presentation, the broad outline includes a statement of the problem, a description of the method, a presentation of final prototype, and then a summary of the lessons learned. But within that format, there is much scope for ingenuity. A question-and-answer format, for example, may be appropriate for part of the poster.

A poster should not contain a lot of details—the presenter can always communicate the fine points to interested participants.

The poster should begin with a definition of the problem, together with a concise statement of the motivation for the project. It is not necessary to write in complete sentences; sentence fragments may be easier to comprehend. Bulleted lists are effective. An alternative is to break the text into chunks—small units that are not necessarily paragraphs in the usual sense. For presenting prototype and usage scenarios, graphs and figures—easier to scan than the columns of figures in a table—are even more appropriate than in a paper. Legends should be minimal. A brief description of the implications of a graphic, placed just above or below it, is helpful. For ideas on graphic design, a wide selection of books is available; either of the books by Tufte [3, 4] would be an especially good choice. Conclusions, again, should be brief, and they should leave the reader with a clear message to take away.

Designing Your Poster

Suggestions on the physical design of a poster range from the obvious to the not so obvious. A poster is usually formed from separate sheets of letter paper: 8 × 11 inches (U.S.) or A4 (Europe). The number of pages should be minimized—for these sizes a suggested maximum is 15. But larger sheets, or even sheets of differing sizes within one poster, can also be very effective.

Whatever the size of the sheets, the typeface chosen should be considerably larger than standard. Because not all readers will have perfect eyesight, and because the crowd of readers around a popular poster may be several people deep, the type should be easily readable by a person standing a few feet away. In particular, the title of the poster and the author’s name should be large and prominent. If it is not convenient to print directly at the desired typesize, pages can be magnified on a photocopier. Good use can be made of color, both to provide a more interesting image and for color coding of the text. A colored backing card for each sheet can be effective. For added interest, try including an appropriate cartoon, photograph, or quotation. There is plenty of scope for creativity.

The Poster Session
Once the session starts, stand near the poster but not in a position that obscures it from view. Be prepared to answer the questions that a good poster will inevitably generate. But keep in mind the advice of one expert: “A presenting author at a poster session should behave like a waiter in a first-class restaurant, who is there when needed but does not aggravate the guests by interrupting conversation every ten minutes to inquire whether they are enjoying the food” [1].

References


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Additional instructions for your poster

• The title of your poster should appear at the top in CAPITAL letters about 25mm (1”) high.
• The group member(s) name(s) are put below the title.
• Use color to highlight and make your poster more attractive, by using pictures, diagrams, cartoons, figures, etc., rather than only text wherever possible.
• The smallest text on your poster should be at least 9mm (3/8”) high, and the important points should be in a larger font.