CS 147 Autumn 2026: Assignment 11
Instructor: James Landay

Final Report

Checkpoint: Start of Thu/Fri studio (Nov 19-Nov 20)

Final: Sun, Dec 6, 11:59 PM

Objective

Produce an engaging, written piece to document your quarter of work on this project.

Learning Goal

This report is a chance to practice writing that communicates your process and rationale to a general audience. It is also something that you can build on for your professional portfolio.

Role of Assignment for the Project

This report synthesizes what you learned across the different stages of your project. It serves as a lingering piece of public-facing communication about the evolution of your project and the decisions you made throughout that resulted in your final prototype.

Assignment Overview

This final written deliverable will give you a chance to synthesize your findings from each stage of the design thinking process and reflect on the evolution of your project throughout the quarter. You can reuse content from previous deliverables, but this written piece should read as though written for a public audience. Make sure the piece is cohesive, engaging, and understandable for someone unfamiliar with your project.

Report Guidelines

Follow the below outline using separate sections for the top-level items. Review the rubric below to understand what you will be evaluated on.

A Note on AI Usage:

You may use AI writing tools as part of the process of writing this report. *However*, we will be grading strictly on **accuracy** (i.e., the report faithfully conveys your process and findings) and **clarity/conciseness** (i.e., the writing makes it easy to understand the process and uses an appropriate number of words to do so, not overly verbose). We are looking for writing that makes the project easy for the public to understand, so **writing quality** is very much fair game for the grading. ***Exercise caution in using AI writing!***

Suggested Outline

1. Project name & value proposition
2. Team member names (use first name & last initial) and roles
3. Problem/solution overview (2-4 sentences)
4. Needfinding

   a. Interviews: Who did you interview? How did you recruit & compensate participants? How did you interact with these participants? etc.
   b. Synthesis: How did you synthesize? What did you learn?
5. POVs & experience prototypes
   a. Your final 1-3 POV statements
   b. A sampling of the HMWs that stemmed from each POV
   c. Top 3 solutions from brainstorming
   d. Brief description of each experience prototype:
      i. The assumption being tested
      ii. Key aspects of the prototype setup
      iii. What worked/didn't work, implications
6. Design evolution
   a. Final solution
      i. Description
      ii. Rationale for the selected solution, grounded in evidence
   b. Tasks
      i. Describe your tasks, label by complexity
      ii. Describe why each task is important to your user base
      iii. Annotated task-flows using images of the final interface
   c. Design evolution visualization(s) and rationale
      i. Images of the major UI iterations in your project
      ii. Include annotations/captions to explain flows and evolution as necessary
      iii. For each iteration explain evaluation technique, what was learned, and how the design changed in response (implication)
      iv. For med-fi → high-fi: discuss each severity 3 or 4 heuristic violation found by the evaluators, along with the fix or the reason for not fixing
      v. Weave your visualizations into your written rationale
   d. Values in design
      i. What were the values you identified for your solution?
      ii. How are these values embedded in specific design features?
      iii. Are/were there any value tensions? Did you manage to address these tensions? If yes, how? If not, what were the inhibiting challenges?
7. Final prototype implementation
   a. Tools used; pros and cons of these tools
   b. Wizard of Oz techniques used
   c. Hard-coded techniques used
   d. AI tools used with documentation for which parts, how used, and justification why
8. Reflection & next steps
   a. What were your main learnings from this quarter about the design thinking process, your studio theme, and your own project?
   b. If you had more time, what might you add in the future?

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Deliverables

Upload deliverables to a subdirectory titled “Assignment 11” in your team’s Google Drive folder.

1. **Report checkpoint**
   Google Doc submitted at the checkpoint for CA feedback. This draft should be finished through POV & experience prototype sections (steps 1-5 above).

2. **Final report**
   This report is cumulative; you will write about the design thinking process and how your project evolved over the quarter. This report should also be uploaded on your team’s website.

Examples

***Note: This assignment has changed to be more of a portfolio-style write-up but much of the quality of the content in these examples still stands.*
HireReel (au24), playdate (au23), DAHA (au22), MindCompass (au23), Grove (wi22), Off (au19), Fluantly (au19), Reclaim (wi21), Pebble (wi21)

Grading Criteria

You will be graded based on the thoroughness, readability, and visual quality of your final report.

Report (100 pts)
Checkpoint (10)
____ Draft submitted on time

Coverage of topics (55)
____ Covers all the sections described in the outline
____ Rationale behind each step of the process is adequately discussed and tied together
____ Clearly outlines and depicts the development of the high-fi prototype

Exceed expectations with
____ Tells a compelling story with evidence from the project process
____ Key ideas are highlighted and represent important takeaways from the project
____ Elegant transitions connect the different steps

Writing quality & readability (35)
____ Writing is spelling and grammatically correct and comprehensible
____ The amount of writing is appropriate for the information conveyed
____ An engaging and understandable read; well-organized with strategic structure
____ Professional formatting and visual design choices

Exceed expectations with
____ High-quality organization (formatting, sections/titles, etc) that makes the main ideas clearer and easier to understand

CS 147 Autumn 2026 website
https://hci.stanford.edu/courses/cs147/2026/au/

____ Particularly insightful figures, tables, etc