

Final Poster & Report (Team)

Due (Poster) Tuesday, March 8, 2016 (9 PM – revised Wed)
Due (Report/Prototype) Saturday, March 12, 2016 (11:59 PM)

Goal

The goal of this assignment is to learn how to present a complete two quarter project in visual and written form to interested parties from industry and across campus.

Requirements

First, decide what features of your prototype, process, and research you want to communicate. What should be most salient? Communicating six months of iteration, research, and design decisions in a short time means making tough decisions. The more you boil your work down to its essence, the better. Take the core concepts and communicate them rather than explaining every detail.

Then consider the visual deliverable you are creating. Your poster is a medium-level look at your iterative, user-centered design process. Think about how you want to introduce your project for the first time. How can you provide a high-level understanding of what your application does, or what needs it addresses? Find the “hook” that will interest people and persuade them to keep paying attention to the rest of your poster. Remember to leverage your value propositions.

Prepare for the poster session by thinking about how you are going to explain your prototype to people. Are you going to let them hold the phone/tablet and try it themselves? Are you going to hold it and show them? What are you going to say to them? What part of your design do you want to emphasize? Your poster should stand on its own without explanation, but remember to keep the text minimal (focus on the visuals).

Finally, prepare a 1-minute demo of your prototype. Keep it short, while showing off all the features of your application. When visitors see your quick demo, it should inspire them to pick up the phone and continue to play around with your app. It is important to have a demo rehearsed. It is important to come across as prepared and knowledgeable to your visitors.

Deliverables

1. Poster

The poster must be ~30"x20" (vertical or horizontal). Print at FedEx on laminated foam core (\$69-\$80 for 28"x20"-cheaper off site). **Send us proofs by Tuesday night so we can give feedback for you to incorporate before printing Wed.**

2. Report

You will write a comprehensive report that details your entire design, prototyping, and evaluation process (including the work done in CS 147/247 – you can reuse materials). See the grading guidelines for the details we require. You must **make the report available on your team web site.**

Poster Guidelines

Your poster should include

- Logo
- Project Title
- Value Proposition
- Basic Problem
- How you solve it / purpose of the project
- Key Features
- Design iteration
- Team members names / project URL (use future URL of hci.stanford.edu...)

On your poster, you should include **screen shots**, and a *small amount of text*. Do not use full sentences. To make this assignment easier, I have four kinds of help to offer:

1. We have attached a [20"x30" PowerPoint Templates](#). Feel free to use the design as is, modify it, or not use it at all. We will share examples of good posters from previous classes online (see Piazza later today).
2. Print a laminated poster on foamcore at FedEx or equivalent
3. Email Prof. Landay & the TAs your poster on Tue night, we will proofread it for writing and design and help you make it better (for printing on Wed).
4. You must **put a link** to your poster on the team web site.

Report Guidelines

Your report should be comprehensive (including sketches and screen shots). The report should follow the outline below with *separate sections* for the top-level items (number of pages/section are approximate):

1. **Problem description (1 paragraph)**
 - This is the need you have been trying to solve with this application the last two quarters
2. **Solution Overview (1 paragraph)**
 - Value proposition / mission
 - Overview of your solution without the details [include one image]
3. **Tasks (1/2 page)**
 - List and describe the 3 tasks you designed with (ranked by difficulty) and tell us **why** you chose them
4. **Task Flows (1/2 page + screen shots)**
 - Task Flows for 3 tasks
 - Storyboards of task flows (using **finished** screen shots)
 - Make sure to use arrow/numbers to show how user completes task
5. **Design Evolution (2 pages + sketches & screen shots)**
 - How did your UI change from initial sketches, paper prototype, medium-fi prototype, hi-fi prototype 1, hi-fi prototype 2, and hi-fi prototype 3?
 - Show what the **major changes** were and why they were made
 - Which evaluation technique over the two quarters was most valuable to your prototypes usability and why?
6. **Final Interface (4 pages + screen shots- reference figures!)**
 - Describe the final UI **design**
 - Describe the functionality (i.e., **what** are the operations you can do with it)
 - Describe the user interface design (i.e., **how** you use the functionality)
 - What was left **unimplemented**
 - What was left out and why
 - Any wizard of oz techniques that are required to make it work
 - Tools you used
 - How the tools helped and how the tools did not help
7. **Making it Real (3/4-1 page)**
 - **Team:** who are you (background) and why qualified to do this?
 - **Business Model**
 - What is the business model to make this viable?
 - Who is the Customer & How big would the market be? (**Market Size**)
 - How are you going to make money? How would you charge for it? How do you make this sustainable? (**Pricing**)
 - What will be the long-term impact of your product? (**Impact**)
8. **Summary (1 paragraph)**
 - What is your key innovation?
 - What will your key impact on the world be?

Grading Criteria

Poster Grades (100 points)

Aesthetics (50 Points)

- Does the poster have large images that show the key parts of the UI?
- Is there only the key minimum text phrases included (instead of paragraphs & long sentences)?
- Are the fonts large and legible?
- Are the images high resolution & easy to read?
- Is the content properly aligned?
- Are the colors a pleasing combination and easy to read?
- Does the poster layout lead the eye through the key sections in a logical manner?

Content (50 pts)

- Does it include all the points asked for above (logo, title, value proposition, problem/solution, key features, design iterations, names/URL)?
- Are the key features of the interface clear and labeled where necessary?
- Is there a good evolution of the interfaces changes shown?

Report Grading (100 Points)

- Writing & Content
 - Does the report cover all the topics in the outline in sufficient detail?
 - Does the organization follow the outline?
 - Are sub-sections used for easy scanning of important parts?
- Screenshots
 - Are important figures referenced and placed inline with the text?
 - Is there a complete set of screenshots?
 - Do figures have appropriate annotations linking them to the text?

Prototype Grading (300 Points)

- Is the prototype accessible and working?
- Can users complete the three tasks with the prototype?
- Is the prototype easy to use?
- Is the prototype interface aesthetic and pleasing?
- Does it fit the platform's UI style?
- Were appropriate tradeoffs made between functionality and completeness?
- Are the limitations and tradeoffs described and justified in the report?
- Does the README file summarize these limitations and any other details needed?