Assessment item 2

Initial Design

Value: 15%
Due Date: 18-Aug-2019
Return Date: 06-Sep-2019
Submission method options: Alternative submission method

Task

Overview
Your assignment is to develop the design for the SMARTHome control panel. This design is to be a wireframe only design, at this stage.

The SMARTHome control panel case study is located in Interact Resources. You need to read this case study before starting this assessment item.

Initial Design

Tasks:

1. Create a set of wireframes for the SMARTHome control panel design (60 marks). This set should show:
    a. Wireframes for all pages in the SMARTHome control panel (10 marks),
    b. All screen components for each page (10 marks),
    c. Navigation between pages, such as buttons, breadcrumb trails, etc. (10 marks),
    d. General placement for all items on each page. This can be in the form of a template where, for example, a table could be used to show a picture or logo of a system, etc. (10 marks),
    e. Help functions for users (10 marks),
2. Create a click-through prototype of your wireframes using Balsamiq Mockups Links in presentation mode (see https://docs.balsamiq.com/desktop/linking/ for details). When the links in your presentation mode mockup are working correctly, then export your presentation to PDF (see https://docs.balsamiq.com/desktop/exporting/#exporting-to-pdf). This PDF file is what you will submit for assessment. (20 marks)
3. Write a Word document (.doc or .docx) that
    a. Discusses all the design decisions and your reasoning for these decisions in your design (20 marks),
    b. A description of the navigation path that a user would take through the SMARTHome control panel to access each sub-system (10 marks).

Rationale

This assessment task will assess the following learning outcome/s:

- be able to explain the relevance of integrating aspects of the human, social and organisational context into the design process.
- be able to demonstrate and articulate the importance of the principles of design that are applicable to the design of an interface.
- be able to design a user interface to meet a given set of requirements.
- be able to design a usability strategy to ensure that an interface meets its usability goals.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Wireframes and description (40 marks)	Comprehensive design that includes all wireframes and all component functionality	Thorough design that includes all wireframes and most component functionality	Detailed design that includes most wireframes and some component functionality	Adequate design that includes some wireframes and some component functionality	Incomplete or irrelevant design and/or description
Create click-through prototype (20 marks)	Complete walk-through prototype that demonstrates all functionality	Thorough walk-through prototype that demonstrates most functionality	Good walk-through prototype that demonstrates much of the functionality	A walk-through prototype that demonstrates some functionality	Walk-through prototype that does not work or does not demonstrate functionality
Summarise design decisions (20 marks)	Comprehensive description of design decisions that includes the reasoning behind decisions and full reference to principles of design;	Thorough description of design that includes most of the reasoning behind decisions and some reference to principles of design;	Detailed description of design that includes the reasoning behind most decisions and occasional reference to principles of design;	Adequate description of design that includes the some reasoning behind decisions;	Incomplete or irrelevant design description that has little or no reasoning behind decisions,

Question	HD	DI	CR	PS	FL
Describe navigation path (10 marks)	Excellent description of navigation path including full reasoning for path	Accurate description of navigation path including reasoning for path	Good description of navigation path including some reasoning for path	Adequate description of navigation path including occasional reasoning for path	Little or no description of navigation path
Presentation	Up to 5 marks may be deducted for poor presentation, spelling and grammar				

Presentation Requirements

The click-through prototype, in PDF format, is to be loaded into Turnitin.

All design discussions are to be presented in a single Word document. Images of the design wireframes are to be imported into the Word document. This document is also to be loaded into Turnitin.