

ITC504 - Interface Useability

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Subject Summary

ITC504 - Interface Useability
 Session 1 2019
 Faculty of Business, Justice and Behavioural Sciences
 School of Computing and Mathematics
 Internal Mode
 Credit Points 8

Welcome to a new session of study at Charles Sturt University. Please refer to the University's [Acknowledgement of Country \(http://student.csu.edu.au/study/acknowledgement-of-country\)](http://student.csu.edu.au/study/acknowledgement-of-country).

Subject Coordinator

Subject Coordinator Mr Rajasekaran Lakshmiganthan
Email rlakshmiganthan@studygroup.com
Phone +61 3 9935 7961

Consultation procedures

Any questions concerning the teaching of this subject can be made by contacting your Subject Lecturer.

Lecturer Name : Corinna Ng

Lecturer Email : [CNg@studygroup.com \(mailto:CNg@studygroup.com\)](mailto:CNg@studygroup.com)

Email is the best option. Please send a brief message regarding the issue and include the subject name and subject code in your email – it really helps to know which class you belong to, before I respond to your query. If your query is urgent then meet with your respective Course Coordinator at Level 4, 30 Church Lane.

Class times and location

General Timetable as below will be available at the following website before the start of 201930 semester, which can be accessed on any Mobile Phone or IPAD:

Subject Overview

Abstract

This subject provides an advanced study of Interface Design and Evaluation. The subject will look at various contexts that affect interface design and will employ both design and usability principles to evaluate and design interfaces. It includes the creation of usability testing strategies to ensure that both the design and usability requirements are met as well as the evaluation of test results.

Learning outcomes

Upon successful completion of this subject, students should:

- 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 evaluate the effective usability of an interface and recommend changes to improve its usability;
- 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;
- be able to interpret and evaluate usability testing results to plan interface improvements.

Subject content

The subject content is listed in the Schedule below.

The Topics pages in ITC504 Interact give more information on each topic in this subject.

Key subjects

Passing a key subject is one of the indicators of satisfactory academic progress through your course. You must pass the key subjects in your course at no more than two attempts. The first time you fail a key subject you will be at risk of exclusion; if you fail a second time you will be excluded from the course.

The [Academic Progress Policy \(https://policy.csu.edu.au/view.current.php?id=00250\)](https://policy.csu.edu.au/view.current.php?id=00250) sets out the requirements and procedures for satisfactory academic progress, for the exclusion of students who fail to progress satisfactorily and for the termination of enrolment for students who fail to complete in the maximum allowed time.

Assumed knowledge

Similar to the level of ITC415 or ITC412

Subject Schedule & Delivery

Prescribed text

The textbooks required for each of your enrolled subjects can also be found via the Student Portal [Textbooks \(http://student.csu.edu.au/study/study-essentials/textbooks\)](http://student.csu.edu.au/study/study-essentials/textbooks) page. The prescribed text for this subject is:

Rogers, Y., Sharp, H., & Preece, J. (2015). Interaction Design (4th ed.). Chichester, West Sussex, UK.: John Wiley & Sons Ltd.

Recommended Reading:

Some recommended texts are listed below. These texts are not required for study in this subject but may be used to add depth to your studies. The books by Donald Norman and Steve Krug are particularly recommended for further study.

- Norman, D. (1990), The design of everyday things. Doubleday, New York.
- Norman, D. (2004). Emotional Design. Basic Books, New York.
- Krug, S. (2006). Don't Make Me Think. A Common Sense Approach to Web Usability. Berkeley, CA: New Riders.
- Krug, S. (2010). Rocket Surgery Made Easy. The Do-It-Yourself Guide to Finding and Fixing Usability Problems. Berkeley, CA: New Riders.
- Lauesen, S. (2007), User Interface Design: A Software Engineering Perspective, Harlow, UK, Pearson Education Ltd.
- Lowdermilk, T. (2013). User-Centered Design. Sebastopol, CA: O'Reilly Media Inc.
- Shneiderman, B., & Plaisant, C. (2009). Designing the user interface: Strategies for effective human-computer interaction (5th ed.). Reading, MA: Addison-Wesley.
- ACM/IEEE/SIGCHI journals.
- CHI and OZCHI proceedings.
- Charles Sturt University call number [P004/S1].

Required Software

The software that we will use for this subject is Balsamiq's Mockups v3.5.x (v. 3.5.9 at the time of print).

Balsamiq Mockups is a professional wireframing tool and Balsamiq have granted all HCI students at CSU a full professional licence that will work until February 2020. The Balsamiq Mockups licence file can be downloaded from the Resources Page of the ITC204 Interact site.

You can download either the Windows or the Mac OSX version from the Balsamiq download page at <https://balsamiq.com/download/#>.

Class/tutorial times and location

Your class times can be found at [Timetable @ CSU \(http://timetable.csu.edu.au/\)](http://timetable.csu.edu.au/). Find out how to use Timetable @ CSU via the Student Portal [Class Timetable](#)

(<http://student.csu.edu.au/study/study-essentials/timetable>) page.

Schedule

Session Week	Week Commencing	Topics	Learning Activities/ Notes
1	04 March 2019	Gathering requirements	Chapter-7, Chapter-14 & Chapter-13
2	11 March 2019	Establishing Requirements	Chapter-10
3	18 March 2019	Understanding Interaction	Chapter-1 Assessment 1 - Design Concept due on 24 March 2019
4	25 March 2019	Evaluation	Chapter-2
5	01 April 2019	Evaluation Studies	Chapter-3
	08 April 2019 - 18 April 2019		Mid-Session Break Assessment 2 - Team Design due on 14 April 2019
6	22 April 2019	Cognitive models	Chapter-12 & Chapter-13
7	29 April 2019	Interfaces	Chapter-6 Assessment 3 - Team Evaluation due on 05 May 2019
8	06 May 2019	The Process of Interaction Design	Chapter-9
9	13 May 2019	Design, prototyping & construction	Chapter-11
10	20 May 2019	Social interaction	Chapter-4 Assessment 4 - Working Prototype due on 26 May 2019
11	27 May 2019	Emotional interaction	Chapter-5
12	03 June 2019	Review	Assessment 5 - Reflection due on 6 June 2019
	10 June 2019 - 21 June 2019		Examination Period - No exam in this subject

Learning materials

Details of learning materials that support your success in this subject can be found in the Interact2 Subject Site.

Learning, teaching and support strategies

How you are expected to engage with the subject:

All the subject materials are available on the Interact subject site under the Topics link in the left-hand menu. I suggest that for each topic you read the learning objectives carefully and attempt the weekly activities. The topics are available online only, you can download and print topics as you like.

In this subject, there are also lots of opportunities for you to engage with me, with your peers and with the subject during the weekly lectures.

You should check the Interact Site at least weekly for postings, announcements, lecture information and other resources that will assist your studies or additional information and resources vital to your success in the subject.

Studying at university does not mean studying alone. Take advantage of collective wisdom and post your questions to the subject Discussion Board.

Information on effective time management is available in the CSU Learning Support website via the following link: student.csu.edu.au

Visit the Learning Support website for advice about assignment preparation, academic reading and note taking, referencing and effective time management at student.csu.edu.au

It is helpful to have a small task to complete early in the session so that you have a focus on the subject from the very first day. So, the first assessment task is designed to identify students who are not adequately engaged in the subject. If you don't attempt this task, I may contact you by email to have a chat about your study and if there are issues that I can help with.

You can also contact an adviser through Student Central on the following number: 1800 275 278 (or +61 2 6933 7507 from outside Australia).

Library Services:

The CSU Library website provides access to online material and print, using Primo Search to find online journal articles, eBooks, hardcopy books from CSU Library (see Library Manager for Interlibrary Loan Requests), company & government reports, eJournals, dissertations, theses, newspapers including Business & Financial newspapers in Factiva (See Business & IT Journal Databases), and other reference resources (eg. Australian Bureau of Statistics, Australian standards, online encyclopaedias & dictionaries to be read on the computer). You will also find library guides, Subject Reserve for any readings eg. ITC100, ACC100, etc., and online assistance to help you use the Library's resources such as Ask a Librarian – Live Chat and Ask a Librarian - Web Form.

You can find Library Services on both the SGA library online catalogue:

http://primo.unilinc.edu.au/primo_library/libweb/action/search.do?vid=SGA

The SGA library online catalogue allows students to Sign In, My Account shows student's current library record including all books on loan, Renew your borrowed books online before the due date, also Search and Request all books in the SGA library, even if unavailable due to high demand from students. Students can Request books when all books are on loan to other students. When the requested book is returned to the SGA library, the student who requested the book receives an email immediately to pick up the book from the SGA library. View your library record online 24/7 at the above web link for SGA library.

And also CSU Library online:

<http://student.csu.edu.au/library> - CSU Library Services including Primo Search & Subject Reserve online with 24/7 access, online and video tutorials in research skills, finding journal articles for assignments, topic analysis, download Endnote referencing program and many other online library services to help you successfully complete your assignments for all CSU courses. (<http://trove.nla.gov.au/>)

<http://trove.nla.gov.au/> - Powerful search engine from National Library of Australia to access many different online resources on any subject from one search.

Contact Details for renewing loans, locating books and other information:

SGA Melbourne Library:

Marian Lees - Director, Library Services

Ph: (03) 9935 7921

Email: MLEes@studygroup.com (<mailto:MLEes@studygroup.com>)

Library Help:

<http://student.csu.edu.au/library/help-contacts> Friendly and quick assistance is available. Ask for help finding information and navigating the library's extensive eResources.

Online Tutorials

<http://student.csu.edu.au/library/study-research/training-tutorials-videos>

Learn how to:

- use Primo Search to find eReserve material and journal articles
- search journal databases and web resources for information for your assessments
- identify appropriate sources of information and peer reviewed material, and evaluate resources.

Bookmark your Subject Library Resource Guide

Subject Library Guides are a great way to get started with research. Each online guide is tailored to a specific area of study, including Accounting, Business & Information Technology outlining how to research in your area and where to look for information.

<http://libguides.csu.edu.au/>

Academic Learning Support Assistance:

Visit the learning support website for advice about assignment preparation, academic reading and note-taking, referencing, and preparing for exams at: <http://student.csu.edu.au/study> (<http://student.csu.edu.au/study%E2%80%8B>)

You may also contact:

Name: Craig Bellamy

Email: CBellamy@studygroup.com (<mailto:CBellamy@studygroup.com>)
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Phone: (03) 9935 7943

For appointments, please send an email CSUstudysupportmc@studygroup.com (<mailto:CSUstudysupportmc@studygroup.com>)
Queries regarding the content of this subject should be directed to your subject lecturer.

Recommended student time commitment

This subject code is an 8 point subject. The CSU Subject Policy states that a standard 8 point subject should require you to spend up to 160 hours engaged in the learning and teaching activities. These activities include the time spent in preparation for assessment, including study for examinations, tests, and assignment preparation.

Each week you should spend around 9 - 11 hours studying this subject – obviously some weeks may require more time than other depending on how you work – but the following is a guide to help you plan your study:

- Online topic study and supporting readings 2.5 hours,
- Weekly lectures and tutorials - 3 hours,
- Assignment preparation - 3 hours,
- Participation in weekly online discussion 1.0 hour,
- Participation in group to lead weekly tutorial discussion (1 week of the session only) 5-10 hours

Assessment Items

Essential requirements to pass this subject

This subject has no exam.

A student must pass the three highest value assignments and have a total mark of at least 50% in order to pass this subject.

To be eligible for the grade AA you must have submitted all assessment items in this subject. If you choose not to complete an assessment item and receive an overall mark between 45 and

49 then you will not be granted an AA.

Items

Item No.	Title	Value	Due Date*	Return Date**
1	Design Concept (Individual)	10%	24-Mar-2019	12-Apr-2019
2	Team Design (Team)	20%	14-Apr-2019	09-May-2019
3	Evaluation (Team)	10%	05-May-2019	28-May-2019
4	Working Prototype (Team)	40%	26-May-2019	19-Jun-2019
5	Reflection (Individual)	20%	06-Jun-2019	28-Jun-2019

* Due date is the last date for assessment items to be received at the University

** Applies only to assessment items submitted by the due date

Assessment item 1

Design Concept (Individual)

Value: 10%

Due Date: 24-Mar-2019

Return Date: 12-Apr-2019

Submission method options: Alternative submission method

Task

Overview

You are to develop at least two different initial concept designs for the Cinema Hall Application. These designs will be wireframe only designs at this stage.

You will prepare a presentation for the Cinema Hall Application to show your concepts and both your design concepts, the reasoning behind your design and the design concept that you recommend.

The Cinema Hall Application case study is located in Interact Resources. You will need to read this case study before starting this assessment item.

Your Task:

1. Sketch two (2) alternative interface designs for the Cinema Hall Application tablet display. These designs should be for screens as described in the requirements. It is recommended that you use the Balsamiq Mockups wireframe tool for these concept designs. (60 marks)
2. As part of your presentation, you should indicate your reasoning behind these concept designs and why these designs are a good solution for the Cinema Hall Application display. (30 marks)
3. The presentation should recommend one of your designs for further development and

state why this design is recommended. (10 marks)

There are two goals in this assignment:

- The first is to exercise your user interface design abilities. Creativity in balancing usability with the constraints of the interface will be essential to successfully completing this assignment.
- The second is to start thinking about WHY you chose and used certain designs or design patterns. You need to be able to discuss why your design is a good solution to the problem.

The design sketches for this assignment can be hand drawn. But, if you do use hand-drawn sketches, then you need to ensure that they can be easily read when they are scanned into your presentation. It is highly recommended that you use the Balsamiq Mockups tool for the final copies of your concept designs.

Remember that you are sketching a concept design for an interface. Your designs are concepts that you are presenting to your client. They should not be accurate to the pixel-level.

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.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Design 1 wireframes and description (30 marks)	Comprehensive description of design that explicitly details and explains wireframes and all component functionality	Thorough description of design that includes wireframes and most component functionality	Detailed description of design that includes wireframes and some component functionality	Adequate description of design that includes wireframes and some component functionality	Incomplete or irrelevant justification of the items chosen
Design 2 wireframes and description (30 marks)	Comprehensive description of design that explicitly details wireframes and all component functionality	Thorough description of design that includes wireframes and most component functionality	Detailed description of design that includes wireframes and some component functionality	Adequate description of design that includes wireframes and some component functionality	Incomplete or irrelevant description of design
Design reasoning (30 marks)	Comprehensive exploration of the reasoning behind the concept designs. Evidence of some analysis of each advantage and disadvantage present.	Thorough description of the reasoning behind the concept designs. Evidence of some analysis of each advantage and disadvantage present.	Detailed description of the reasoning behind the concept designs.	Adequate description of the reasoning behind the concept designs	Incomplete or irrelevant description of the reasoning behind the concept designs
Recommendation and reason (10 marks)	Comprehensive exploration of the reasoning for the	Thorough exploration of the reasoning for the proposal	Detailed exploration of the reasoning for the	Adequate exploration of the reasoning for the	Incomplete or irrelevant exploration of the

	proposal		proposal	proposal	reasoning for the proposal
Presentation	Up to 5 marks may be deducted for poor presentation, spelling and grammar				

Presentation

1. All designs are to be presented in a slideshow format. You are to use either PowerPoint or Google Slides (download in .pptx format) for your presentation.
2. All designs and design discussions are to be presented in a single slide deck. All design sketches or wireframes are to be embedded into the presentation.
3. You should consider using the speaker's notes section of the slides for any additional commentary on each slide, such as your reasoning behind your design concepts.
4. You should be prepared to present your solution as part of a tutorial.

Assessment item 2

Team Design (Team)

Value: 20%

Due Date: 14-Apr-2019

Return Date: 09-May-2019

Submission method options: Alternative submission method

Task

Overview

Your assignment is to develop the design for the Cinema Hall Application. This design is to be a wireframe only design, at this stage.

Team Setup

This assignment is the first of the team assignments for this subject. The rationale for using a team approach is that most IT design and development studios work in teams of between 2-5 designers/developers for each design problem. You will be assigned to a team and the team, as a whole, will be responsible for the development of the design.

Team Member Responsibilities

Each team member will be assessed on:

- The final design presented by the team;
- The individual contributions that they have made to the design. This will be shown by the entries that they have made in the Team forum;

Team members should note that:

- A total of 30% of the total marks for this assignment are for individual contributions. These include:
 - Reasons for the choice of design (10%), and

Reasoning behind the design decisions for the submitted design (20%)

- A team member without any individual contributions in the Team Forum will be regarded as having not contributed to the design. This will result in either reduced marks or no marks being awarded to that team member for this assignment.

Team Tasks:

1. Select one of the alternative designs produced by the team to be the design that will be produced.
2. Indicate in your team forum site the reasons why this design was chosen. (10 marks)
3. Create a set of wireframes for the website design and provide a description of them (40 marks). This set and your descriptions should show:
 1. Wireframes for all pages in the website. This should also include a rudimentary payments page, even though this will probably be supplied by a payments processing firm at a later stage. This page will just act as a placeholder for the final page;
 2. All screen components for each page;
 3. Navigation between pages, such as buttons, breadcrumb trails, etc.;
 4. 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 of an item, the description, the size, the artist, the price, etc.;
 5. Help functions for users,
 6. A description of the navigation path that a user would take through the website.
4. 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> (<https://docs.balsamiq.com/desktop/exporting/%23exporting-to-pdf>)). This PDF file is what you will submit for assessment. (20 marks)
5. Write a Word document (.doc or .docx) that summarises all the design decisions for your design. The document should also indicate the reasons for each team decision. (10 marks)
6. Indicate in your team forum site, the reasoning behind your design decisions. This reasoning must demonstrate input from each member of the team. (10 marks)

Important Note

Your assessed contribution to the team effort is worth 20% of your overall mark in this assignment.

Your team design will be given a usability evaluation by another student team in Assignment

3. Your team **MUST** ensure that:

- All wireframes are as complete as possible;
- Wireframes should contain explanatory notes about features to be further developed;
- The wireframes are correctly linked, and the links have been tested prior to submission.

Your team should also consider the Assignment 3 tasks and requirements before submitting this assignment.

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.

Identifying, designing and explaining usable interfaces for computer applications in the real world requires that you interact with colleagues, peers and various stakeholders, therefore, teamwork has been incorporated in these assessments to facilitate this.

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.

Identifying, designing and explaining usable interfaces for computer applications in the real world requires that you interact with colleagues, peers and various stakeholders, therefore, teamwork has been incorporated in these assessments to facilitate this.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Describe why your design concept was chosen (10 marks)	Comprehensive description of design concept that includes excellent design rationale	Thorough description of design concept that includes good design rationale	Detailed description of design concept that includes some design rationale	Adequate description of design concept	Incomplete or irrelevant description of design concept
Wireframes and description (40 marks)	Comprehensive description of design that includes sketches and all component functionality	Thorough description of design that includes sketches and most component functionality	Detailed description of design that includes sketches and some component functionality	Adequate description of design that includes sketches 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 (10 marks)	Comprehensive description of design that includes sketches and all component functionality	Thorough description of design that includes sketches and most	Detailed description of design that includes sketches and some component functionality	Adequate description of design that includes sketches and some component	Incomplete or irrelevant design and/or description

		component functionality		functionality	
Interaction on forum (10 marks)	Student is actively engaging in innovative approaches to peer interaction that foster deeper collaboration and co-construction of new knowledge	Student is actively co-constructing knowledge with their peers through cooperation and collaboration	Student is interacting with peers with evidence of collaboration & moderation; engaging with discussion topics posed by peers	Some evidence of student Interaction, with student responding to peers on the discussion board	No evidence of interaction on forums.
Quality of forum interaction (10 marks)	Proactively initiates and facilitates discussion, explicitly using appropriate strategies and tools.	Initiates and facilitates discussion using appropriate strategies and tools.	Evidence that there is a planned strategy to engage with peers in the forums.	Some evidence of responding to questions or topics on the discussion forum.	No evidence of interaction on forums.
Presentation	Up to 5 marks may be deducted for poor presentation, spelling and grammar				

Presentation

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 to be loaded into the team Resource area in Interact.

The prototype, in PDF format, is also to be loaded into the Team Resource area in Interact.

Designs that are NOT presented as instructed will not be marked.

Requirements

Each student is required to submit a single page through Turnitin when their group assignment is complete. This page should contain the following:

- Student name
- Team name
- Assignment number
- Assignment file name.

This page will allow you to receive marks and feedback when your assignment is marked.

Assessment item 3

Evaluation (Team)

Value: 10%

Due Date: 05-May-2019

Return Date: 28-May-2019

Submission method options: Alternative submission method

Task

Tasks:

1. You are required to evaluate a design for usability issues.
2. You may use either the Nielsen & Molich heuristic or the DECIDE framework for the usability evaluation.
3. You are to submit a 3-5 page report which details:
 - a. The design evaluated;
 - b. The heuristic or framework being used for the evaluation.
 - c. Each heading in the heuristic or framework should be listed followed by a discussion of the related issues found on the website. This should include:
 - i. What the issue is and where is it located

- ii. Why the issue is a problem;
 - iii. Whether the issue is a significant or a minor issue
 - iv. Possible remediation actions that could resolve the issues found.
- d. A usability strategy that the team being evaluated should adopt to ensure that their design meets its usability goals.

Important Note

Your team evaluation will be given to the team responsible for the design. You should ensure that:

- The usability evaluation is as accurate as possible;
- Your evaluation is not overly negative or derogatory. You need to think and act as a professional designer and provide commentary that is designed to assist the team to improve their design.

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 evaluate the effective usability of an interface and recommend changes to improve its usability.
- 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.
- be able to interpret and evaluate usability testing results to plan interface improvements.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Use a usability heuristic to evaluate a design (40 marks)	Comprehensive heuristic based evaluation that covers all aspects of the design. It identifies all issues and determines why they are an issue.	Thorough heuristic based evaluation that covers most aspects of the design. It identifies most issues and determines why they are an issue.	Detailed heuristic based evaluation that covers many aspects of the design. It identifies many issues and determines why they are an issue.	Adequate heuristic based evaluation that covers some aspects of the design. It identifies some issues	Incomplete or irrelevant heuristic evaluation that ignores or does not comment on most of the issues
Discuss the remediation of the usability issues discovered (40 marks)	Comprehensive discussion of the remediation of all issues discovered. In-depth interpretation of discoveries and conclusions directly drawn from the evaluation conducted are explicitly included.	Thorough discussion of the remediation of most issues discovered, including evidence of drawing interpretation from evaluation.	Good discussion of remediation of many issues discovered	Adequate discussion of remediation of some issues discovered	Incomplete or irrelevant discussion of the remediation of any issues discovered
Discuss the usability strategy (20 marks)	Comprehensive discussion of a strategy to ensure the design meets usability goals	Thorough discussion of a strategy to ensure the design meets usability goals	Good discussion of a strategy to ensure the design meets usability goals	Adequate discussion of a strategy to ensure the design meets usability goals	Incomplete or irrelevant discussion of a strategy to ensure the design meets usability goals
Presentation,	Up to 5 marks may be deducted for poor presentation, spelling and grammar				

spelling and grammar (-5 marks)	
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Presentation

You are to submit a report that:

1. Identifies the design being evaluated and the heuristic being used to evaluate it.
2. Discusses all the usability issues that are discovered on the website, as outlined in task 3 above. (30 marks)
3. Discusses possible remediation actions that could resolve the issues. (40 marks)
4. Discusses a usability strategy that can be used to ensure that the design meets its usability goals. (20 marks)

Requirements

Each student is required to submit a single page through Turnitin when their group assignment is complete. This page should contain the following:

- Student name
- Team name
- Assignment number
- Assignment file name.

This page will allow you to receive marks and feedback when your assignment is marked.

Assessment item 4

Working Prototype (Team)

Value: 40%

Due Date: 26-May-2019

Return Date: 19-Jun-2019

Submission method options: Alternative submission method

Task

Overview

Your assignment is to develop the final design for the Cinema Hall Application. The team will be required to submit a working prototype in presentation mode.

Team Setup

This assignment is the last of the team assignments for this subject. The rationale for using a team approach is that most IT design and development studios work in teams of between 2-5 designers/developers for each design problem.

Team Member Responsibilities

Each team member will be assessed on:

- The final design presented by the team;

- The individual contributions that they have made to the design. This will be shown by the entries that they have made in the Team Forum;

Team members should note that:

- A total of 30% of the total marks for this assignment are for individual contributions. These include:
 - Reasoning behind the design decisions for the submitted design (20%), and
 - Discussion on how to implement the usability recommendations. (10%)
- A team member without any individual contributions in the Team Forum will be regarded as having not contributed to the design. This will result in either reduced marks or no marks being awarded to that team member for this assignment.

Team Tasks:

1. Create the final design for the Cinema Hall Application and provide a description of it. This design and your descriptions must:
 1. Meet all the requirements laid out in the case study; (10 marks)
 2. Include all pages required for the final implementation of the design; (10 marks)
 3. Include all screen components for each page; (10 marks)
 4. Include all navigation components; (10 marks)
 5. Include all the improvements recommended by the usability evaluation. (10 marks)
2. Create a click-through prototype of your design 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> (<https://docs.balsamiq.com/desktop/exporting/%23exporting-to-pdf>)). This PDF file is what you will submit for assessment. (20 marks)
3. Indicate in your team forum, the reasoning behind your design decisions. This reasoning must demonstrate input from each member of the team. In your team forum, select all the messages that relate to this topic, then press the Collect button; click File and select Print. Print these messages to a PDF file. (20 marks)
4. Indicate in your team forum how the usability recommendations were implemented and the reasoning behind the method of implementation. In your team forum, select all the messages that relate to this topic, then press the Collect button; click File and select Print. Print these messages to a PDF file. (10 marks).

Important Note

Your team design will be assessed for usability as part of the final evaluation of this assignment. Your team should ensure that:

- All wireframes are as complete as possible;
- The team forum is updated and as complete as possible;

- The wireframes are correctly linked, and the links have been tested prior to submission.

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 evaluate the effective usability of an interface and recommend changes to improve its usability.
- 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.
- be able to interpret and evaluate usability testing results to plan interface improvements.

Identifying, designing and explaining usable interfaces for computer applications in the real world requires that you interact with colleagues, peers and various stakeholders, therefore, teamwork has been incorporated in these assessments to facilitate this.

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 evaluate the effective usability of an interface and recommend changes to improve its usability.
- 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.
- be able to interpret and evaluate usability testing results to plan interface improvements.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Final design meets requirements (10 marks)	Comprehensive design concept that meets all business requirements	Thorough design concept that meets most business requirements	Good design concept that meets many business requirements	A design concept that meets some business requirements	A design concept that does not meet the business requirements
Final design includes all necessary pages (20 marks)	Comprehensive design concept that includes all necessary pages to meet all business requirements	Thorough design concept that includes pages to meet most business requirements	Good design concept that includes pages to meet many business requirements	A design concept that includes pages to meet some business requirements	A design concept that does not include pages to meet the business requirements
Final design includes all components for each page (10 marks)	Comprehensive design concept where each page has all the components to work correctly	Thorough design concept where each page has most of the components to work correctly	Good design concept where each page has many of the components to work correctly	A design concept where each page has some of the components to work correctly	A design concept where each page does not have all the components to work correctly
Final design includes all navigation components (10 marks)	Comprehensive design concept that enables easy navigation throughout the system	Thorough design concept that that enables good navigation throughout the system	Good design concept that that enables navigation throughout the system	A design concept that that enables some navigation throughout the system	A design concept that does not enable navigation throughout the system

Final design includes all usability recommendations (10 marks)	Comprehensive design concept where all usability advice has been implemented and tested	Thorough design concept where all usability advice has been implemented	Good design concept where most usability advice has been implemented	A design concept where some usability advice has been implemented	A design concept where no usability advice has been implemented
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
Interaction on design decisions forum (10 marks)	Frequently initiates and leads discussions; always involved in thorough discussion of the topic and issues	Often initiates discussions; often involved in thorough discussion of the topic and issues	Good evidence of working with peers & engaging with discussion topics	Some evidence of responding to questions or topics on the discussion forum.	No evidence of interaction on forums.
Interaction on usability forum (10 marks)	Proactively initiates and facilitates discussion, explicitly using appropriate strategies and tools.	Often initiates discussions and always involved in a thorough discussion of the topic and issues.	Good evidence of working with peers & engaging with discussion topics	Some evidence of responding to questions or topics on the discussion forum.	No evidence of interaction on forums.

Presentation

The discussions on design reasoning and usability recommendations are to be presented in two separate PDF documents. These documents are to be loaded into the Team Resource area in Interact.

The click-through prototype is to be loaded into the Team Resource area in Interact.

Designs that are not presented in click-through PDF format will not be marked.

Requirements

Each student is required to submit a single page through Turnitin when their group assignment is complete. This page should contain the following:

- Student name
- Team name
- Assignment number
- Assignment file name.

This page will allow you to receive marks and feedback when your assignment is marked.

Assessment item 5

Reflection (Individual)

Value: 20%

Due Date: 06-Jun-2019

Return Date: 28-Jun-2019

Submission method options: Alternative submission method

Task

Your design has been a success and you have been asked to write an article that describes how you designed and why you chose that particular interface. You will need to discuss how your design meets the user requirements and enhances their experience. You should mention what factors influenced your design, how they influenced it and why. You should discuss similar interfaces that have given you the ideas or elements that you have used. You will also need to discuss the reasoning behind your design and WHY YOU think that this design is the best solution to this particular problem.

Your discussion should not exceed three (3) pages in length, excluding references. You will need to reference all literature, applications or websites mentioned using the APA 6th edition referencing style.

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.

Marking criteria and standards

Question	HD	DI	CR	PS	FL
Introduction (20)	An excellent introduction to the project, design and the contents of the article.	A clear and detailed introduction to the project, design and the contents of the article.	A relevant introduction to the project, design and the contents of the article.	An acceptable introduction to the project, design and the contents of the article.	An irrelevant introduction to the project, design and the contents of the article.
Design discussion on satisfying the requirements (30)	Comprehensive design discussion with excellent discussion of requirements with references	Very detailed design discussion with very good discussion of requirements with references	Thorough design discussion with suitable discussion of requirements with references	Adequate design discussion with good discussion of requirements with references	Inadequate or incomplete design discussion with little or no discussion of requirements with few or no references
Design discussion on influences, design & usability principles (45)	Comprehensive design discussion with excellent discussion of influences, reasoning, design & usability principles, with references	Very detailed design discussion with very good discussion of influences, reasoning, design & usability principles, with references	Thorough design discussion with suitable discussion of influences, reasoning, design & usability principles, with references	Adequate design discussion with good discussion of influences, reasoning, design & usability principles, with references	Inadequate or incomplete design discussion with little or no discussion of influences, reasoning, design & usability principles, with few or no references
Conclusion (5)	An excellent conclusion based on the contents (work done)	A very logical conclusion based on the contents (work done)	A logical conclusion based on the contents (work done)	An acceptable conclusion based on the contents (work done)	A logical conclusion based on the contents (work done) is not made

**References,
Presentation,
spelling and
Grammar (-5
marks)**

Up to 5 marks may be deducted for poor presentation, spelling and grammar

Assessment Information

Academic integrity

Academic integrity means acting with honesty, fairness and responsibility, and involves observing and maintaining ethical standards in all aspects of academic work. This subject assumes that you understand what constitutes plagiarism, cheating and collusion. If you are a new student we expect you to complete the modules called [Academic Integrity at CSU](https://interact2.csu.edu.au/webapps/blackboard/execute/courseMain?course_id=16412_1&task=true&src=). (https://interact2.csu.edu.au/webapps/blackboard/execute/courseMain?course_id=16412_1&task=true&src=)

CSU treats plagiarism seriously. We may use Turnitin to check your submitted work for plagiarism. You can use [Turnitin to check for plagiarism](http://student.csu.edu.au/library/integrity/referencing-at-csu/checking) (<http://student.csu.edu.au/library/integrity/referencing-at-csu/checking>) in your assessments before submission.

Referencing

Referencing is an important component of academic work. All assessment tasks should be appropriately referenced. The specific details of the referencing requirements are included in each assessment task description. [Get referencing style guides and help](http://student.csu.edu.au/library/integrity/referencing-at-csu) (<http://student.csu.edu.au/library/integrity/referencing-at-csu>) to use for your assessments.

How to submit your assessment items

Online submission process

Assignment(s) should be submitted through Turnitin. Please meet with your respective lecturer in the class to enroll in the Turnitin (If you are not enrolled this subject in Turnitin and/or do not receive any email from Turnitin).

Please submit the assignments only as word document in Turnitin, unless your lecturer advises otherwise.

Assignment(s) must be submitted through Turnitin by midnight (AEST) according to the date mentioned in the subject outline.

Assignment(s) submitted in the RESPECTIVE FINAL FOLDER only will be considered for marking.

Postal submission process

Under normal circumstances, postal submissions will not be accepted for any of the assessments required.

Hand delivered submission process

Under normal circumstances, hand-delivered submissions will not be accepted for any of the assessments required.

Alternative submission process

Please check online submission process for submitting or completing your assessments.

Extensions

It is best to complete assessment items by the due date. However, when something unavoidable comes up an extension may be possible. The following principles are used when processing extensions

1. For in-session assessment items, an extension request for up to three (3) calendar days can be made by emailing your subject coordinator directly before the due date. In your email please state the reason why you need more time as well as what precisely you are requesting. Supporting documentation is not required. If an extension is requested in the above format with a valid reason and your request does not disadvantage other students, the extension will be approved.
2. For in-session assessment items, extension requests of more than three (3) calendar days must be made via the special consideration form: <https://apps.csu.edu.au/specialcons/>. The request must be made before the due date and must include supporting documentation. Acceptable reasons are given in the Special Consideration Policy <<https://policy.csu.edu.au/view.current.php?id=00298>>. Each request will be considered on a case by case basis. The request may not be granted. The maximum extension possible will be seven (7) calendar days.
3. If you receive an extension, then you should expect the assessment item and its feedback to be returned later. If you submit later than the extended due date you will receive late penalties as per guidelines below.
4. Unless your extension permits otherwise, submissions received 10 days after the original due date will receive zero.
5. For end of session exams, you can request a supplementary exam via <https://apps.csu.edu.au/specialcons/>. This request must be made within 3 working days of the date of exam and must include supporting documentation. Acceptable reasons are given in the Special Consideration Policy <<https://policy.csu.edu.au/view.current.php?id=00298>>. For medical issues, a CSU medical certificate is required. If the supplementary exam (SX) is awarded then your exam is moved to the next examination period. In order to preserve exam integrity and manage the logistics of exams, the timing of a supplementary exam is heavily restricted.

How to apply for special consideration

Academic regulations provide for special consideration to be given if you suffer misadventure or extenuating circumstances during the session (including the examination period) which prevents you from meeting acceptable standards or deadlines. Find the form on the Student Portal [Special Consideration, Misadventure, Advice and Appeals \(http://student.csu.edu.au/study/academic-advice\)](http://student.csu.edu.au/study/academic-advice) page.

Penalties for late submission

The penalty for late submission of an assessment task (without obtaining the Subject

Coordinator's approval for an extension) will be:

10% deduction per day, including weekends, of the maximum marks allocated for the assessment task, i.e. 1 day late 10% deduction, or 2 days late 20% deduction.

An example of the calculation would be:

Maximum marks allocated = 20

Penalty for one day late = 2 marks (so, a score of 18/20 becomes 16/20 and a score of 12/20 becomes 10/20).

If an assignment is due on a Friday but is not submitted until the following Tuesday, then the penalty will be four days (40% deduction or 8 marks in the example above).

Submissions more than 10 days late will be acknowledged as received but will not be marked.

Resubmission

Under normal circumstances, resubmission of assessment items will not be accepted for any of the assessments required in this subject.

Feedback processes

Feedback for assessment items will be provided by subject lecturer/s.

Assessment return

You should normally expect your marked assignment to be returned to you **within 15 working days** of the due date. If you submitted your assignment on time but have not returned by the return date, you should make enquiries in the first instance to the subject lecturer. If the subject lecturer is not available then contact your Course Coordinator on Level 4, 30 Church Lane.

Student Feedback & Learning Analytics

Evaluation of subjects

CSU values constructive feedback and relies on high response rates to Subject Experience Surveys (SES) to enhance teaching. Responses are fed back anonymously to Subject Coordinators and Heads of Schools to form the basis for subject enhancement and recognition of excellence in teaching. Schools report on their evaluation data; highlighting good practice and documenting how problems have been addressed. You can view a summary of survey results via the Student Portal [SES Results \(https://student.csu.edu.au/study/subject-experience-survey-results\)](https://student.csu.edu.au/study/subject-experience-survey-results) page.

We strongly encourage you to complete your online Subject Experience Surveys. You will be provided with links to your surveys via email when they open three [3] weeks before the end of session.

Changes and actions based on student feedback

Changes were made to both individual and group assessment tasks and their order. This now provides a better flow through the learning outcomes. Equal emphasis is being placed on both individual and team based activities to provide a similar level of interaction to that found in the workplace.

Learning analytics

Learning Analytics refers to the collection and analysis of student data for the purpose of improving learning and teaching. It enables the University to personalise the support we provide our students. All Learning Analytics activities will take place in accordance with the CSU Learning Analytics Code of Practice. For more information, please visit CSU's [Learning Analytics \(http://www.csu.edu.au/division/student-learning/home/analytics-and-evaluations/learning-analytics\)](http://www.csu.edu.au/division/student-learning/home/analytics-and-evaluations/learning-analytics) website.

Data about your activity in the Interact2 site and other learning technologies for this subject will be recorded and can be reviewed by teaching staff to inform their communication, support and teaching practices.

Services & Support

Your [Student Portal \(http://student.csu.edu.au/\)](http://student.csu.edu.au/) tells you can how you can seek services and support. These include study, admin, residential, library, careers, financial, and personal support.

Develop your study skills

[Develop your study skills \(https://student.csu.edu.au/study/skills\)](https://student.csu.edu.au/study/skills) with our free study services. We have services online, on campus and near you. These services can help you develop your English language, literacy, and numeracy.

Library Services

[CSU Library \(https://student.csu.edu.au/library\)](https://student.csu.edu.au/library) provides access to the eBooks, journal articles, books, and multimedia resources needed for your studies and assessments. Get the most out of these resources by contacting Library staff either online or in person, or make use of the many Library Resource Guides, videos and online workshops available.

CSU Policies & Regulations

This subject outline should be read in conjunction with all academic policies and regulations, e.g. Student Academic Misconduct Policy, Assessment Policy - Coursework Subjects, Assessment Principles Policy, Special Consideration Policy, Academic Progress Policy, Academic Communication with Students Policy, Student Charter, etc.

Please refer to the collated list of [policies and regulations relevant to studying your subject\(s\)](#)

(<http://student.csu.edu.au/administration/policies-regulations-subjects>) which includes links to the [CSU Policy Library \(http://www.csu.edu.au/about/policy\)](http://www.csu.edu.au/about/policy) - the sole authoritative source of official academic and administrative policies, procedures, guidelines, rules and regulations of the University.

Subject Outline as a reference document

This Subject Outline is an accurate and historical record of the curriculum and scope of your subject. CSU's [Subject Outlines Policy \(https://policy.csu.edu.au/view.current.php?id=00267\)](https://policy.csu.edu.au/view.current.php?id=00267) requires that you retain a copy of the Subject Outline for future use such as for accreditation purposes.