

PROJECT TWO

GOAL To explore and new innovative technologies, conduct research and learn how to develop for your chosen technology using user experience methods.

- SKILLS**
- Conduct research and summaries your findings
 - Develop a clear project proposal
 - Demonstrate understanding of UX and Design principles
 - Explore developing a new (to you) technology using an agile work flow.

REQUIREMENTS:

- Initial research:** investigate at least two different types of innovative technology. (Keep a log of resources uses) *Pick from the following or suggest another (Progressive Web App [PWA], Natural User Interface [NUI], Physical Web using a Bluetooth low energy beacon, Augmented Reality [AR] using Aurasma or other AR app,)*
- Develop a project proposal:** include your chosen technology, UX and usability methods you will use, What you plan to create, and how you plan to present it with check point dates to show progress.
- Conduct initial UX/usability research** (Keep a log of resources uses)
- Develop personas and scenario/storyboards**
- Design the User Interface**
- Conduct UX/usability research**
- Iterations of design and development**
- Process book:** Include all major steps of your project to explain your design process. (*Initial research, project proposal, UX/Usability protocol/data analysis, personas, scenarios/storyboards, any Sketches/wireframes or prototypes, user interface designs, Iterations of design/development and final product.*)

DELIVERABLES **Google classroom:** The Project Proposal and Process book will be turned in on google classroom as PDFs.

Please pay attention to layout, typography, and hierarchy of all project deliverables.

Final Product will be delivered based on your project proposal if web based should be hosted on a accessible server on-line.

DUE DATES

- Initial research: **Wed 9/13** 3:00 pm*
- Project proposal: **Wed 9/20** 3:00 pm*
- Final Critique: **Mon 10/9** 3:00 pm*
- Final product and Process Book: **Wed 10/11** 3:00 pm*