

PROJECT 4

GOAL To explore and new innovative technologies, conduct research and learn how to develop for your chosen technology using user experience methods. Resulting in a 5 min video about your design and submitting it to the HCI 2018 Student Design competition.
<http://2018.hci.international/student-design-competition>

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.
- Presenting your work through a video
- Submitting work to an academic design competition

REQUIREMENTS:

- Initial research:** Pick a technology area to design for. Then research different applications of products or services to narrow down what you want to create. (1.) IoT and Smart Home Tech, (2.) AR and VR, (3.) Machine Learning, (4.) Automation, (5.) Humanized Big Data. (visual, empathetic, qualitative), (6.) Physical-Digital Integrations, (7.) Everything On-Demand, (8.) Wearables .
- 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.)
- Develop up to a 5-minute video** clip in MP4 format that presents your design idea, including statements and elaboration of the objective, method, innovation, and outcome.
- Submit to HCI** Student Design Competition before the 15th of January 2018.

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DELIVERABLES **Google classroom:** The Project Proposal and Process book will be turned in on google classroom as PDFs. Turn in the 5min video as a Mp4 file.
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.

Video Specifications

- Duration: up to 5 minutes
- Resolution: 1280 x 720 minimum with 16:9 aspect ratio
- Frame rate: 30 fps maximum
- Format: H.264 encoded MP4
- File size: 200 MB maximum

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DUE DATES *Initial research: **Mon 10/30***
*Project proposal: **Wed 11/1***
*Final Critique: **Mon 12/4** (Design and Video explaining your work 99% done)*
*Final product, Process Book, and video: **Monday 12/11 Final 3:30pm-5:30pm***