

# PROJECT OF HUMAN COMPUTER INTERACTION

## Guidelines for the Project

- **Firstly, understand the project needs; apply all the information that you learn in theory to the project that you are in.**
- **Don't limit your write-up to the contents of the project guideline only. Also include some research components on some issues regarding the company's information systems.**
- **This is a group project with 5-6 persons per group.**
- **Be more creative when designing your computer interface to optimize the usability and user experience.**

## **A. PROJECT DESCRIPTION**

Choose one organization with a defined operation such as services or manufacturing sector (e.g medical clinic, bus company, real estate company, university library, gas station) and study the organization's requirements. Then design an appropriate interactive system for the organization. In carrying out the design, you should go through all the design steps in detail and you will be doing it in two phases.

During the first phase, you will complete the conceptual design and make a presentation. Each group is required to submit a report on the conceptual design during the sixth and seventh week of this course. The report should be submitted in two copies (hard and soft copy). There will be a first presentation during the seventh week.

During the second phase, you will implement a high fidelity prototype and perform the evaluation of the prototype. You can use either the Microsoft .NET, PHP, ASP, Visual Basic or Foxpro, Java, Android or open source for developing the high fidelity prototype. Depending on your project needs, your prototype can be targeted for PC, web or mobile applications. Each group is required to submit a report (hard and soft copy) on week 13 of this course. In addition, softcopy of the source code developed and related digital files should be submitted too. The report must be presented before week 14.

## **B. CONTENT**

Basically, your project will comprise the following components:

1. Introduction to your project (organization/department)
2. Analysis of requirements for your organization/department.
3. Conceptual design
4. Building prototype
5. Evaluation of the prototype

Your report should follow the following format:

1. Font type: Times New Roman, Font size: 12
2. 1.5 line spacing
3. 10-15 pages of A4 size paper (including paper prototype)
4. Your names and ID number should be in the first page.

### **C. MARKING SHEET**

#### **REPORT THE FIRST PHASE**

1. Introduction to your project (organization/department) – (20%)
  - Describes the history, core business, organization structures, etc.
2. Analysis of requirements for your organization/department (40%)
  - Identify the users and the purpose of the system
  - List functional requirements and non-functional requirements
  - Using appropriate data gathering method
  - Using a good documentation for requirements
3. Conceptual design (40%)
  - Illustrate the interface of the system
  - Indicate the design issues that taken into consideration

#### **REPORT THE SECOND PHASE**

1. Building prototype (60 marks)
  - Indicate the prototype development
  - Prototype is fully functional
2. Evaluation of the prototype (40 marks)
  - Using appropriate evaluation technique
  - List out the major design flaws
  - Indicates appropriate suggestions for improvement on prototype design

\* *For the cover of the reports, please use the following template.*



**Project of Company's Information Systems  
Human Computer Interaction**

PROJECT TITLE

GROUP MEMBERS:

*Name(s)*      *ID(s)*