3012/GC25 Coursework 2
Design of a novel location-based system to assist people who have recently moved into a new area

1. Group Coursework: Design of a novel location-based system …

Your design of a novel location-based system must be based on the findings of the requirements capture in CW1.

You are allowed to use the findings of any of the groups from CW1. You need to make very clear which findings your design is based on and why.

As you might not integrate all major findings from CW1 you should also explain why not.

Your design should focus on features/services which assist people who have recently moved into a new area. Rather than aiming for a holistic redesign, that tries to incorporate as many findings from CW1 as possible, you should focus on a subset of important/interesting findings. This should allow you to explore related design ideas in more depth through more detailed designs and discussions.

Every feature you propose (either new features, or redesigned features) should be linked to related findings from CW1.

**Grounding of Coursework in the process of User Experience Design:**

Considering Garrett’s diagram on designing the user experience, CW1 provides you with the user needs and initial insights into functional requirements to design a novel location-based system (which particularly assists people new to an area).

In this CW2, you will have to decide on the functions that your group wants to (re-)design, considering the findings of any of the groups from CW1. Having identified the core functions, your next stage in the design process will be the interaction design. Here, you have to consider how users interact with the application to get tasks done (e.g. find some specific information on public transport).

For this coursework it is essential to get this interaction design stage right. In your submission you will ideally use walkthroughs/scenarios to demonstrate step-by-step how a user uses your proposed functions in the context of real-world tasks. As your submission will incorporate various screens demonstrating the stages of the walkthroughs/scenarios, you will also need to consider aspects of the interface design and visual design stages. Although the focus for this coursework is more on the interaction design stage your user interface designs/mock-ups will have to follow the main guidelines set out in the screen design lectures.
Your final design for the novel location-based system:

- is not bound by technical limitations (current software or hardware limitations)
- is not bound to a particular method to document your designs (hand-drawn mock-ups, photoshopped layouts, html prototypes, etc. are all feasible).
- must clearly show links between the analysis of CW1 and the suggested features in this coursework.
- must reflect some sort of iterative design process (your submission should not be the first design you came up with – you will document how you arrived at your final design in the individual part of this coursework)
- should use a scenario-based walk-through to highlight its distinct functionality.

You must attend the lab class on **23 Feb 09 at an assigned time slot**, to discuss your initial design ideas, and advice on the further progress will be given. Each group has a time slot of 10 min, which will be assigned via email and published on the course website.

The lab classes on **4 & 11 Mar 09** will provide further opportunities to discuss your group’s design ideas, process and mock-ups individually as required. You will have to email us, to arrange for a meeting with your group at one of those time slots.

2. **Prepare a presentation** of your design for a novel location-based system together with a brief documentation of its functionality and the design process, to be handed in on **20 Mar 09 at NOON** to the CS Departmental Office.

   This is followed by a presentation and feedback session on **23 Mar 09**, which must be attended by all students.

3. **Individual Coursework: Document the design process**

   Document and reflect on the design process (e.g. on meetings, group work, design drafts, mock-ups, etc.), highlighting the various iterations you went through in designing your final (group) submission.

**References**

See the references provided with the relevant lectures - such as “Mobile Systems 1 + 2”, “Screen Design 1 + 2”, etc…