

## INF2260/INF4060 project reports content

On the first day of the course, projects were presented by representatives of the School Museum/Children's Museum, Telenor, Schlumberger, Sintef, Lørenskog Eldre Center and Realfagbiblioteket. These are further on called customers (while you are the design teams). Some proposals had very well defined topics, while the others were more flexible.

In your project reports (not to exceed 25 pages) you should provide the following:

**Project group:** Who is in the project group? What kind of experiences and competences you have that contribute to the project you chose?

**Brief:** You all delivered the design briefs on Sept. 10. How did you define the topic you chose? Did you have the freedom to formulate the vision for the project by your selves; was it done in cooperation with the customer or given to you by the customer? In other words, how did you negotiate your way to the brief you delivered?

**Plan:** project schedule. Please include how you came to propose the schedule (alone or with the customer). How well were you able to carry out that plan?

**Design process:** (not all projects require the design process, if yours does deliver as described) What kind of design approach you took? Define the problem space (what kind of use situation, what kind of users, other stakeholders and their influence). How did you gather information about the use situation? How did you gather information about your target group? How did analyse the collected data and what kinds of conclusions you drew from them? Please use the correct terminology. For master students, please make sure you show how the texts you got were used in this phase. Everyone, reference all resources used properly. This part should not be long; you have all done this before. All of you will **present in class** your design efforts that will contain the following: your alternative solutions, chosen solution and why it was chosen, implementation, formative evaluations (with whom: users, customer, experts) and improvements based on those. Development of high fidelity prototype (what kind of work you got to get there: open source software, programmed yourself, got it done by the customer etc). How stable is your prototype? In the written report you may present only you final solution skip alternatives, first prototype, formative evaluation and all of that that you will present in class).

**Interactive device adoption (Schlumberger):** Define the problem space (what kind of use situation, what kind of users, other stakeholders and their influence). How did you gather information about the use situation? How did you gather information about your target group? How did analyse the collected data and what kinds of conclusions you drew from them? How did you adapt Emotiv to customer's software? You will show us **in class** how Emotiv works with zooming, rotating, translation etc, as well as your data on how learnable it is.

**Evaluation methods:** Your reports should have this part as the main focus. First, you will choose a method or set of methods to evaluate your solution. Why did you choose these methods? If you have conducted experiments, describe them in detail: what kind of experimental design, why, what tools to analyse data, why. What are the strengths and weaknesses of your design? Do the statistical analysis and report on error sources, how representative your sample is and what you could have done to make your results stronger. If you opt for usability testing, tell all about your users, kind of

testing you chose and why, plan for testing, conditions for testing, how you carried out the testing etc.

In evaluating your work, we will focus on how well you chose and apply the methods from the course, how well you use the terminology; how you reflect on your work critically (do you see areas that could be improved, would you have used other methods if you were to start over etc). For master students, how well you used the extra material, what more you found by yourself and in general, how do you relate other's research results to your problem area.

Criteria for evaluation (grades) are the same as in INF1510, please see <http://www.uio.no/studier/emner/matnat/ifi/INF1510/v12/undervisningsmateriale/1510-eval-kriterier-v2012.pdf>

In very short: A is to be given to an exceptionally good project; B is to be given to a very good project, C to a solid, good project, D to a project with problems, E to a project with great deficiencies, but some parts of the work are still OK and there is evidence that the students have made efforts to complete. We are required by university regulations to use the full scale for grading.

Good luck with your projects!