

# Semester project

**ASSIGNMENT SHEET** 9 NOV. 2011

This is your project. Imagine a design question that you would like to study, within the framework of mobile computing. Examine that question by making something that runs on a mobile computer – a book, an app, a magazine, a website, or something entirely different. Create working prototypes, documentation, or final pieces, using the tools and methods taught in this course.

**Objectives** Evaluate different ways of approaching design for mobile computing. Arrive at a method for explaining and documenting projects. Develop an iterative working process that combines design and development/documentation. Study usability, navigation, and user experience.

**Deliverables** Necessary deliverables will vary from project to project – discuss details with your instructor. You may turn in working versions, built in HTML/CSS, JavaScript, PDF, Adobe Digital Publishing Suite, or other tools; you may also provide static prototypes on paper or as screen-sized PDFs.

You should also provide enough design documentation to explain your project, using tools like high-fi and low-fi wireframes; flowcharts; site maps; and written text. An adequate response might consist entirely of design documentation. No project will be complete without documentation.

Process is an important part of this project. You must also turn in PDF documentation of your design process, showing in-progress and alternative versions.

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<b>Schedule</b>	31 Oct.	Begin observation, research, and ideation
	14 Nov.	Proposals (1+ paragraphs) due
	21 Nov.	Course focuses on final projects
	19 Dec.	Present final version

<b>Evaluation</b>	CRITERION	SCORE
	Concept	30%
	Usability and navigation	20%
	Visual design and screen typography	10%
	Process and process documentation	20%
	Technical craft and quality of documentation	20%