## Requirements

<table>
<thead>
<tr>
<th>Application requirements</th>
<th>• No fixed requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theme</td>
<td>• UX for discovering and interacting with one or several information archives</td>
</tr>
<tr>
<td></td>
<td>• These issues will be presented and discussed during lectures/mentoring sessions.</td>
</tr>
</tbody>
</table>
| First two decisions for teams: | • Choosing a theme  
• Choosing a development stack |
• **Text**
  - Newspapers
  - Twitter
  - Wikipedia

• **Images**
  - Photo archives
  - Maps
  - Flickr

• **Domain specific**
  - Dog breeds
  - Skiing
  - Food ingredients
Examples

• Travel
  – Itineraries planning
  – Souvenir sharing
• Student services
  – Organising shopping
  – Meeting friends
  – Timetabling
• Other
  – Dieting
  – Community support (e.g. sport)
  – Financial trading
Web stack choice

Choose the one you like

• See next guest lecture slides
• Build on existing knowledge of team

Support

• Course admin (Armin)
• Mentors

There is no ideal choice
Marking criteria

Global criteria

Analysis:
- How original is the selected theme?
- How well is the case presented?

Interface design:
- How good/intuitive is the GUI?
- Is it an innovative use of available technologies?

Software design:
- How adequate are software components?
- Does design have qualities like reusability, extensibility, performance and modularity

Prototyping:
- How good is the prototype in conveying the design ideas?
- How smooth is the user experience?

Each deliverable will have specific evaluation criteria attached to it.
Why prototyping?

- Prototype has most important use cases only
- Prototype allows key UX/UI to be tested
- Prototype allows identifies gaps in data

Differences between product and prototype

- Use dummy data
- Use test APIs that return fixed data
- Have lax security / authentication
- Partially working GUI functions

Prototype can
Next steps

Forming teams now
- Create a team using WebCMS (5 people)
- In any case, fill the forms

Second lecture Week 1
- Guest lectures + Finalising teams

Week 2
- Mentoring starts
- Mentoring takes place online!

Work towards 1st deliverable
- Requirements analysis
- Due Week 4