

## Final Project:

Warm up due Wednesday May 4 at 4pm (grace period until 11:59pm)

Final project due Monday May 9 at 11:59pm – no exceptions.

*We will not accept late assignments. Turn it in early to ensure there are no problems with uploading your files to youtube or courseworks.*

### Warm up

Turn in your youtube video from HW13 main as a draft of your Final Project. Thus, if you forget to turn in your final project (or turn it in late), you'll still get lots of points for your work.

### What to turn in:

- **Group.** An 8-10 min video of your soft turn in. Please provide a YouTube Link.

Note: even though the group only needs one video (and one youtube link) everyone must turn in the video link individually.

### Final Project:

The final project requires you to turn in an 8-10-minute video where you demonstrate a new user using your application. However, it won't be an actual new user using it, you will simulate the actions, thoughts, and behaviors of a new user. Because the learning experience takes about 10 minutes, the demo will take about 10 minutes.

Overall, your goal is to convince your TA that you have truly built an experience with the user at the center of the process. That means that you must understand the user well enough to explain what they will do, think, and react. It also means you know your application well enough to know what parts of the learning or quiz people will find difficult and probably get wrong. It's not realistic to think a user learn new material and not stumble over anything.

In class, I showed two examples of think-aloud demos. Neither were perfect, but both were generally good examples. It might help to review them.

Here is a script you should follow.

- **Introduce goal on Home Screen.**
  - Start the video showing the home screen of the app.
  - Introduce the purpose of the app and who the user is.
  - "This is Lipreading. An app that teaches how to recognize the most common and confusing sound when learning to lip read." (this one has a purpose, but doesn't explicitly say who the user is, which is okay... it's fairly general)

- “This is Learning Lighting. An introduction to new photographers learning to place lights.” (this one has a purpose and a new user – “new photographers”) Still pretty general, but it’s good.
- **Demo from user perspective.** Then start using the app exactly as you intend a user to. As you go through every screen, think out loud.
  - Read aloud everything that a real user would read.
  - Think aloud everything a real user would think.
  - Click everything a real user would click.
  - Express the emotions a real user would feel.
  - If you think a real user would make a mistake on the quiz, you can make a simulated mistake on the quiz.
  - You must have at least one point where the user makes a mistake (and recovers from it) in the learning or quiz.
- **Reiterate purpose on home screen.**
  - End the video by going back to the homepage and reiterating the purpose
  - “That’s (site name). A site to teach you \_\_\_\_\_( purpose)\_\_\_\_\_.”

The video should be 8-10 minutes long. That’s about how long it takes a person to do the learning and the quiz. Will we not watch (or grade) the video past the 11-minute mark.

The video is meant to show us what the user does and how they learn, not to tell us what a learner might learn. Thus, please don’t add any stupid hyped up jargon like “*We’re democratizing lip reading*”. You don’t need to advertise this to us. The demo will tell us everything we need to know.

Whenever I shoot a video, I plan to do three takes – the first take is just crappy – I stutter, I get lost, I natter on about stupid things, etc. The second take is better – but will often have some bumpy stuff in it. The third take will be smoother and generally get across what I want to say. Not perfect, but no embarrassing flaws.

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