HW12: Feature Complete Application with Video

Warm up due Friday at 11:59pm (grace period until 8am the following day)
Main due Wednesday at 1pm (or otherwise before your section starts) on Courseworks (no grace period – feedback will be given in class)

Note: if your TA feedback meetings are not Wednesdays 1-2:30, then you may have slightly different deadlines. Please turn in assignments according to instructions given by your TA.

Warm-up:
1. **Group**. What feedback did you get from your TA on your graphic design?
    o What's something good about your graphic design from HW11?
    o What are the things your TA said you still need to work on with regard to what you need to continue to work on (for graphic design or anything else?
2. **Group**. Job assignments. Some group members may focus on graphic design and some may focus on continuing technical implementation. List the roles you plan to have and the names of the people assigned to them. If you're a solo group, list what technical implementation you plan to do this week.

What to turn in:
- A PDF with the answers to #1 and #2.

Although this work is all being done collectively, everyone in the group must turn in the work individually. (You may turn in identical work)

Main. (Individual)

The final project requires you to turn in an 8-12-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 build 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 the purpose on Home Screen.**
    - Start the video showing the home screen of the app.
    - Introduce the purpose of the app.
    - "This is Lipreading. And app that teaches how to recognize the most common and confusing sound when learning to lip read."
    - "This is (Post)-Impressionism. Learn to tell the difference between impressionist and post-impressionist paintings.".
- **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 (and other interactions)
    - **Express the emotions** a real user would feel.
    - **Make mistakes** that a real user would make (on hard questions).
        - 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)_____. "

Will we not watch (or grade) the video past the 12-minute mark.

For the final project, you will also turn in a video like this one (as well as your code). This assignment is a chance for you to get feedback on your final system and the video. We highly recommend you get feedback from your TA on your video.

Plan to iterate on the video. Whenever I shoot a video, I typically need three takes – the first take is just crappy – I stutter, I get lost, I say 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.

We will grade this assignment based on whether it provides a reasonable feature complete system, and whether the video reasonably shows you understand the user's perspective. However, we understand that you may have work to continue on before the final submission, so we will grade based on your efforts to make progress towards addressing your TA's feedback and coming close to a feature complete application.

What to turn in:
1. **Individual**. A link to a YouTube video of your narrated user simulation demo. If you are in a team, every member of the team must turn in a separate video with their own video and narration of the user simulation. The individual's videos can be from a shared code base.
2. **Individual. (optional but highly recommended)** Turn in a copy of your video and your code for the final project. You can update this later as you continue to iterate on your project, but at least this way you will avoid getting a zero on the final submission if you are late or have some other problem. We grade the last submission we get from you (that was submitted before the deadline)