

# CS 321 HUMAN-COMPUTER INTERACTION

## Design Project: **eFolder**

**Day Trippers, Inc.** is a large company that has a successful line of personal organizer products that are targeted at career-oriented individuals. The company's attempts to enter the student organizer market though have been less than successful.

A recent survey by the company's Marketing Department indicates that a significant number of students are using computers to do assignments, keep track of dates, communicate with classmates and professors, and access course material on the Web. Further, students want software that will help them improve their grades.

As a member of Day Trippers' Design Department, management has asked you to create a prototype of **eFolder** an electronic academic organizer and study guide.

The report from the marketing department indicates that students are interested in something that:

- would help them keep track of the academic calendar
- would help them keep track of course assignments and remind them of due dates
- would help them organize course material such as notes or web material
- would help them keep track of assignment grades and help them determine how well they are doing in the course
- would help them study for quizzes and tests
- would help them plan their course schedules
- Some responses indicated that they would like an application that would help them manage their time better so that they "were not always starting an assignment at the last minute"

Management realizes that while the market survey indicates what people might pay for, it does not reveal how students actually go about organizing. So, they anticipate that the actual functionality of the application may expand beyond what the market survey indicates.

The Head of the Design Department has assigned multiple teams to this project to get as many fresh ideas as possible. **Each team has been asked to keep the details of their design reasonably secret so the different designs do not start to resemble each other.** The Head of the Department has made deadlines to report back to management with the work models, a paper prototype, and a final functional prototype. The final prototype should have enough functionality to allow user testing.

### **Important notes:**

1. Each design team member must interview 2 students from the CS 140 courses.
2. At the end of the project, each design team member will hand-in one videotape with the two interviews and a paper prototyping session. The tape must be labeled: CS 321, "Your Name".
3. At the end of the project all artifacts must be handed-in. This includes work models, consolidated models, and paper prototypes.
4. When contacting the CS 140 students, be sure to indicate the following:
  - You are from the Human-Computer Interaction Course
  - You are contacting them because they indicated they would like to participate in the software design project for extra credit
  - That you need to interview them about how they keep track of school work and organize their materials
  - If possible they should bring with them one of their current course folders and anything else they use to keep organized (a calendar book, pda, desk calendar).
  - You will be videotaping
  - If they have any questions about the project they should contact Jerry Weinberg at 650-2368 or [jweinbe@siue.edu](mailto:jweinbe@siue.edu)
5. **Very Important:** Keep track of each interviewee's time. We need to turn in a time sheet with each interviewee's name and the amount of time they spent interviewing. Their instructor will give provide them extra credit based on this.

6. All meetings must take place on campus and should take place in the HCI Lab.

**Project Milestone #1:**

1. Taped interviews
2. Field Notes for each interview
3. Work models for each interview
4. Consolidated models: flow, sequence, & artifact
5. Affinity Diagram

**To get started:**

1. Exchange contact information with your teammates
2. Create a standard-open ended interview
3. Schedule interviews
4. For each interview meet as a team, run an interpretation session to create work models
5. Once all the work models are complete the team will meet to consolidate the models.