Assignment Overview
Your assignment is to use the contextual inquiry method to learn more about the practices of your target audience. Based on insights from the contextual inquiry, you will develop a set of tasks and sketch some initial interface designs.

What to Do
1. Interview and observe at least four target clients/users using the contextual inquiry method. Follow the guidance provided in the IDEO Method Cards, “An Ethnographic Approach to Design” by Blomberg and Burrell, and Chapter 3 in Contextual Design by Beyer and Holtzblatt. Each team member should attend at least one contextual inquiry session.

2. Develop three tasks informed by the results of your contextual inquiry and using the task analysis approach. Select tasks that participants will perform with your application and that capture the important aspects of the problem you are solving. Include one easy, one moderate, and one difficult task. These tasks may include existing ones you observed as well as new tasks your proposed solution will enable.

Remember that tasks say what is accomplished, while leaving open how to accomplish it—that is, the tasks should be about the user’s real world goals and should not focus on any specific design or interface. Keep in mind that even though you’re writing up three tasks for this assignment, you can and should consider revising your tasks in the future as your understanding of the problem matures.

3. Brainstorm and sketch three very different initial designs for your interface. Do not illustrate the entire interface, but instead sketch key screens needed to illustrate the functionality (perhaps 3-5 screens for each of your three design ideas). These should be rough sketches, not polished artwork. They should include illustrations of the relations between screens or actions with the interface (e.g., conceptual illustrations of the design, arrows showing relationships between screens).
What to Hand In
You will submit a proposal of no more than 5 pages of text, approximately 2500 words. Images are strongly encouraged, do not count against the page limit, and are thus effectively free (the limit applies to the approximate amount of text you would have if all images were removed).

Your submission must be in PDF format and linked to on your team wiki.

Your report should follow this outline, and will be graded using the guidelines discussed at the end of this document. The provided page allocations are rough estimates, to help convey how to divide up the space.

1. Project title (something short and catchy to capture the key idea)
2. Each team member's name and role
3. Problem and solution overview (short, 1 paragraph)
4. Related Work (short, 1-2 paragraphs)
5. Contextual inquiry participants (.75 page)
6. Contextual inquiry results (1.25 pages)
7. Analysis of existing and new tasks, including three supported tasks (2 pages)
8. Additional sketches of design (not part of page limit)

Writing Guidelines and Grading

Overall Writing Quality (10 pts)
Make sure your writing is easy to read: ensure it is clear and concise, use section headings, make liberal use of whitespace, include images in the body of the write-up with appropriate figure numbers and captions, refer to the figures in the body of your text, and check for grammatical errors.

Problem and Solution Overview (10 pts)
This overview should be a concise statement of the problem you are tackling and a brief synopsis of your proposed solution. Both the problem and the solution will likely have evolved since your initial team project proposal.

Related Work (10 pts)
Provide a summary of related commercial products or research papers. When referring to past work, it's important to include a description of the past work, why it's relevant and significant to the proposal at hand, and what opportunities or areas for improvement exist. This summary can be based on the team project proposal (P0), but you can (and should) improve the related work based on the project's evolution.

Contextual Inquiry Participants (15 pts)
Describe the rationale behind your choice of target contextual inquiry participants. For each of the three (or more) participants, give some details of their background, the environment where you observed their practice, and your role as the "apprentice." For this report, don't include personally identifiable information on participants, such as their full name. Instead, you could use first names only, pseudonyms or initials.

Contextual Inquiry Results (25 pts)
Identify high level tasks and themes the participants shared in common in their practices. Note anything unique about each interview and comment on the rationale behind these events.
Existing and New Tasks (20 pts)
Describe and analyze three tasks, including existing tasks participants already do and/or tasks that will be enabled by your design. These should be real world tasks that have details (e.g., programming a DVR to record the Simpsons on Sundays). These tasks should not have any specific relation to the exact interface sketches that you brainstorm next.

Sketches (10 pts)
Sketch three different ideas that seem plausible, but that each take a very different approach to this design. The sketches should be rough, done on paper and then scanned (do not create or recreate them in a drawing package). You will be graded on the quality and diversity of these ideas, as well as the execution (sketches are rough, transitions are clear, there is enough to get each idea across). The sketches should convey your visual thinking about how you might solve this problem.

Submission
Poster your deliverable to your team website here: http://cmsc434-s12.wikispaces.com/project+teams. This assignment is due Monday, March 12th, 12PM (noon).