Team Assignment #7: Final Videos (100 pts)

Videos Due: Thursday, May 17th, 11:59PM

Assignment Overview

This assignment is worth 100 points (roughly 10% of your team assignment grade). There are 10 bonus points available, which you can earn by uploading your video to YouTube and sharing the link with me. I will then add the video to a CMSC434 Sp2012 YouTube playlist.

You are to make a six minute video highlighting your interactive prototype and its design evolution along with a narrative of its use. For many of you, the video can be roughly similar in flow to your first video submission but with additional content covering design iteration (from lo-fidelity prototypes to interactive prototype), user testing (both lo-fidelity testing and interactive prototype testing), and lessons learned. Thus, your video must have both a narrative quality to it (like your last video) and an expository component (where you are actually discussing the design process including user testing, lessons learned, and design revisions). The expository part should overlap with your main points in the final presentation. Tip: you can export PowerPoint/KeyNote slides as PNGs or movies if you have good slides that you think would be useful in your video.

I am hoping that for most of you, you do not have to reshoot video for the narrative (or perhaps, only a minimum amount of video) and, instead, can focus on highlighting the design evolution and results from user testing. You are, of course, welcome to shoot new story video around the use of your interactive prototype if you think this improves your video overall or because you were not happy with your original narrative video.

You will have to edit tightly to keep the video under six minutes but I think you can do it! In fact, I think you can probably get the video down to five minutes. Note: you can (and should) reuse the video you already shot in this class for previous assignments. Remember, all video with users in them should not reveal identities. That is, faces either need to be blocked out or camera angles need to be from the back.

Grading

- The video narrative clearly defined a problem and motivation for the application and showed how the project solution solved this problem (1-10 pts)
- The interfaces and interactions in the video were easy to see and clearly provided the audience with an understanding of how the application may be used (1 – 10 pts)
- The video provided proper context for the interactions/application (e.g., the narrative, the motivation for use, etc.) (1-10 pts)
- The video was appropriately edited and paced (neither too slow to keep a viewer’s interest nor too fast to follow) (1-10 pts)
- The video was creative (the editing, the interactions, the video prototype techniques, the story, etc.) (1-10 pts)
- The video clearly illustrated how the interface design evolved throughout the class (1-10 pts)
- The video described the lo-fidelity prototype user testing process and lessons learned (1-10 pts)
- The video described the interactive prototype user testing process and lessons learned (1-10 pts)
- The video clearly demonstrates the three tasks in the lo-fidelity prototype and in the interactive prototype (1-10 pts)
- The video overall was of high quality and well thought-out (1-10 pts)

Bonus

- Upload your video to YouTube and send me the link. I will add it to a CMSC434 class playlist. (10 pts)