HCI PROJECT II

SYLLABUS . FALL' 14

22.5 ETCS

m·iti
Madeira Interactive
Technologies Institute

Projects Mentors

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Schedule

Tuesday . 2pm - 5:30pm
Classroom @ M-ITI

Friday . 2pm - 4pm
Classroom @ M-ITI

Moodle Access: http://moodle.cee.uma.pt/course/view.php?id=00

Overview

The capstone project integrates all the skills and knowledge acquired during the professional master in a unique end-to-end experience of development of a prototype for an interactive system or service from a problem definition provided by an industry sponsor. Students learn to work in interdisciplinary groups, integrating conflict and team management skills with perspectives from design, psychology and computer science. The course consolidates the development of project and documentation management skills, communication with clients, and preparation of multimedia contents for concept validation. Project focuses on the following technical skills: concept ideation and generation, iterative prototyping, and the development of interactive software-based systems and services.

Learning Outcomes

The syllabus covers the basic needs for the development of modern software-based interactive services and systems. The course is project oriented and, depending on the client and project needs, typically requires students to do research, and select and combine different methods and techniques adjusted to the needs and requirements of the project and sponsor. Special emphasis is given to the need to find and justify the methods and techniques adjusted to the project and client. In the Project II course the emphasis is on design and implementation techniques. The integration of methods and techniques for the development of software-based interactive systems and services requires a substantial project involving an external client sponsor and continuous assessment and evaluation based on outcomes.

Tools of Work

Over the course of the two semesters of Project, students will refine the concepts concerning their team's Product/Service prototype, which is to be built during the Fall semester. The onus is on students to build on acquired knowledge and skills and apply the appropriate software and hardware technologies for accomplish the goals of their projects. Frequent Critiques and studio classes with mentors will accompany the process.

Project Evaluation

TEAM GRADE:

Presentation quality and clarity:
25%

Report quality and clarity :
20%

Prototype:
25%

Conflict Management:
10%

Attendance:
10%

Peer evaluations:
10%

INDIVIDUAL GRADE: