AISD MSc/MRes Group Coursework

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For this coursework you will work in small groups.
The members of the group should be identified on each piece of work.
Reports should be submitted both electronically and in paper form to Trish.

Topic

Choose an application area that involves some distributed computation but not too familiar (it is harder to critique things you know too well). This can be speculative or novel as you are not required to produce a complete working prototype. This also means you can select a system too complex to be considered in totality and focus on some key aspects or paths through it.

Examples:
  (i)   a multi-user game played using mobile phones
        (e.g. OXO, mastermind)
  (ii) an information system for use with a wireless enabled Swiss Army knife

Deadline

Monday 3pm Week 6
N.B.you have the weekend, but you need to plan to be finished BEFORE Monday as Ian's course starts then.

Marks!

This component comprises 50% of your course marks

What to do

As a group - Produce a short report that includes:

  (a) A description of your proposed system and the context in which it will be used.
  (b) Small number of personae used in scenarios
  (c) A series of scenarios with outline text describing what happens storyboards/mock-up screen shots.
  (d) A Hierarchical Task Analysis
  (e) Navigation structure of the system with some parts in detail
  (f) An overview of a proposed internal architecture.

Make sure that your scenarios include the 'set-up' stage (e.g. how you established connections in a mobile/collaborative application).

Parts (a), (b) and (c) should be included in the written report, but also produced as web pages to make a gallery for the course. Parts (d), (e) and (f) should just go in the paper report (although the whole written report should be submitted electronically as well). If you think you may have any difficulties getting materials you have produced into appropriate formats (e.g. large paper diagrams) please consult Alan or Corina.

Note that the coursework comprises a significant piece of work, but don't try and produce a massive tome!!

Additional Notes

(a)　this is so that I know what you are working on!
approx 1/2 page.

(b)　rich views of representative users for your scenarios

(c)　a scenario is just a 'story', don't try and make it too formal remember a scenario is a single (typical) path through the system but with detail from the user's perspective:
- do not just say what the system does:
  ... there's this screen and then this one ...
- do say what the user needs to do ... e.g. ...
  - the user moves the mouse over the button at the top right corner
  - a menu appears and the user selects 'buy 1'
  - the system then displays the shopping cart screen
    ...
- do remember things the user may need to do that aren't directly interacting with the system:
  e.g. Swiss army knife ...
  - user opens screw driver blade and puts it in the slot
    ...

I would expect there to be 2 or 3 'typical' scenarios, but you don't need to do them all to the same level of detail.
If the system is very complex select a particular aspect.

use hand-drawings, bullet points, mock-screens as appropriate

see example of scenario used in technical documentation at:
`http://www.aqtive.net/community/developers/developers-pack/onCue-hiw/onCue-hiw.html`

(d)　if the system has many uses or would have complex interface choose 2–3 representative tasks that show different features/issues.

(e)　Depending on the system you may find different notations useful, hierarchy diagrams, state transition network. You may find it useful to produce a very informal overview sketch of the system (as in the first day's lecture slides) followed by a more formal notation for more detailed description. Again if the overall system would be large or complex choose representative parts.

(f)　NOT a detailed software design ready for coding!! This should be a diagram of main software/data components with inter-connections and information on placement (where they are in a distributed environment, server, local computer, PDA, phone etc.)

The dynamic web pictures can be seen as architectural overviews. You'll find you need a little more detail as these are generic examples of architectures, but not a lot of more.

Example Mark Sheet Used for Groupwork Component

AISD Groupwork

Team: X   **-- title --**
Members: -- member names / student numbers --
_____

(a) description of system and context of use	**A–E**
-- comments --	
(b) personae	**A–E**
-- comments --	
(c) scenarios	**A–E**
-- comments --	
-- general comments --	
(d) Hierarchical Task Analysis	**A–E**
-- comments --	
(e) navigation structure	**A–E**
-- comments --	
(f) overview of internal architecture	**A–E**
-- comments --	