

Project Milestone 4: Product Video and Final Report

The goal of this milestone is to produce the product video for your project, and complete the final reflection of the course project.

Specifically, you are asked to submit the following items:

- **Product video:** Please create a 1-3 minutes video to introduce and promote your product to potential users, and submit the video via BrightSpace. The purpose of this video is to highlight to your potential users what your product can be used for, what the key features of your product are, and try to attract as many users to use your product as possible. You can consider to create a storyline in your video to demonstrate how users interact with your product and complete their tasks. Here are some example product introduction/promotion videos from which you can get inspired:
 - <https://www.youtube.com/watch?v=EMbf5xNaeZ8>
 - https://www.youtube.com/watch?v=bYCB_OYvqko
 - https://www.youtube.com/watch?v=adC_zVEzHf4
 - <https://www.youtube.com/watch?v=YLtFGWVWiGo>
- **Team Final report:** Please submit via Gradescope, as a team, a final report summarizing your entire course project. In this final project, please reflect on the entire project completion process, and elaborate on the following (suppose the name of your product is X):
 - *Introduction: What is X?*
 - *Anticipated users: Who is X for?* For example, you can revisit your personas and elaborate on why those personas that you've created are ideal target users of X.
 - *Understand users: What needs should X address?* You can discuss what you have done to understand user needs, and what the key user needs you have identified for different types of users are. Consider to include a few quotes from user interviews to contextualize the key user needs. Are there any user needs that "surprise" you (e.g., you do not expect such user needs before conducting user interviews), and if yes, what are they?
 - *Design for users: How is X created?* Describe the design process of your product, including the ideation, paper prototype creation and evaluation, and high-fidelity prototype creation and evaluation. Consider to include screenshots of your paper prototypes and high-fidelity prototypes to better illustrate your design process. What are some aspects of your designs that you are most proud of (e.g., are there any aspects of the design you would not think of before taking this course)?
 - *Critiques: How can X be even better?* Critique your own product. Are there any aspects of X that can use more considerations of human factors? Are there any user needs that are not sufficiently met by X? If you had one more month to work on X, what are some aspects that you hope to improve on?
 - *Workload distribution:* Briefly describe how the workload is distributed within your team for completing the project.
 - Some example reflections of a design project from which you may get inspired:
https://medium.com/@emilycao_/cs-449-design-process-of-communiwat-

8062a6c45d6a; <https://medium.com/@antonytsim/hci-design-process-housesplit-a2c9469212d6>

- **Individual course reflection:** Each student should submit via Gradescope an individual course reflection report. Please reflect on your experience of taking CS475 in this course, and elaborate on the following:
 - *Is your goal met?* Revisit the goals your team as well as you set in Milestone 0. Is your goal (both individually and collectively) for taking this course met? Why or why not?
 - *What is the most important thing you have learned from this course?* What are some lessons that you find most useful/valuable from this course? Are any of the content covered in the course entirely new to you?
 - *Does taking this course impact you in any ways?* Possible aspects of impact include but are not limited to the following: Is your current understanding of human-computer interaction different from that before you take this course, and if yes, in what ways? Do you think of / judge “designs” differently after taking this course? What’s your thoughts of career opportunities related to user interface design / user experience design? How do you feel about human-computer interaction related research after taking this course?
 - **(Bonus, 1 point)** *Are there anything you’ve hoped to learn, but we have not covered in the course?* If we had one more lecture of this course, what do you want to learn the most in that lecture?
 - **(Bonus, 1 point)** Complete the team effectiveness survey. Survey link will be published on the Ed discussion forum.