Project 2: Mapping study

Overview
In this project students, in teams of three, will identify and document the “mapping” of a single piece of exercise equipment in two modes: 1) quick start and 2) manual.

Elements
Students will submit a document including a Title and Subtitle and the following headings:

Overview

Background

Definition(s) [“mapping” definitely, and possibly “navigation” and “wayfinding”; define and illustrate them with an example]

On Exercise Equipment Chosen [name it, give background on company and philosophy behind the machine]

Case Study

Method/Process [what lens, or perspective, are you using to study the machine and what is the process by which you went about your study?]

Background on the User Interface [include a diagram and picture of the interface, with a key – what are the physical elements of the interface? What are the different displays available?]

Quick Start mode [Present, step-by-step, the stages of doing a workout in the Quick Start mode. What inputs do you make? What feedback are you given, step-by-step? How do you know when the workout is complete? What information are you given?]

Manual mode [Present, step-by-step, the stages of doing a workout in the Manual mode. What inputs do you make? What feedback are you given, step-by-step? How do you know when the workout is complete? What information are you given? You might wish to generate a “decision tree” showing each of the possible steps available in Manual mode, e.g. setting up individual users]

Analysis [what did you find as a result of each of your studies? Which of the two modes was easier to use? Why? Which of the two modes resulted in a more satisfying workout experience?]

Conclusions

Summary [Briefly the steps in your project and present the major conclusions]
Design Recommendations [What changes, or design recommendations, might you make to increase the ease of use of the equipment in each mode? Do a sketch (or series of them) or an Adobe Photoshop/Illustrator mock up to visualize the changes that would improve the design, and give their rationale].

References [in APA format]

Students’ names, course information, and “Spring 2015” should also be included in the document.

Approach
In this project students are to analyze “mapping,” or sequence of steps of input and feedback, involved in the interface of a single piece of exercise equipment in each of two modes: 1) quick start and 2) manual entry.

Each team should choose a piece of professional grade exercise equipment, e.g. treadmill, elliptical trainer, stair climber, etc., and go through all the steps of interacting with the machine from the beginning through to the completion of a workout. Document each discrete step in the process through photographs and video, indicating any problematic steps your team encountered.

Process
1. Read the brief carefully, as well as the materials provided on Mapping in the Resources sections below and your notes from class.
2. Choose, as a team, a few pieces of exercise equipment as possible subjects of your Case Study.
3. Choose the richest example you found and make it the focus of your Case Study analysis of Mapping.
4. Have a member of your team complete a workout using the Quick Start program and document the steps involved using video and photographs.
5. Have another member of your team complete a workout by manually entering settings and document the steps involved using video and photographs.
6. Analyze the results of your interactions. Do comparative tables featuring the time sequence of each interaction, and use words, images and, if you wish, video to document each step.
7. Assemble your team’s project document including all of the elements set out earlier and following the formatting guidelines introduced earlier in class.
8. Each student should submit the PDF of Project 2 through Oncourse Assignments along with an evaluation of each of your team members and a personal reflection on what you learned from the project and in which you speculate on how it might be of value to you.

Resources
Universal Principles of Design “Mapping”
http://www.indiana.edu/~iucdp/mapping.pdf
Team Member Evaluation Form
http://www.indiana.edu/~iucdp/i300EvaluationofTeamMember.docx

Submission Format
Students should submit Project 2 as a “Reduced Size PDF.” The last name of the student submitting the project should be in the document title, and all group member names should be in the document itself. Projects should be submitted through the Assignments tab on Oncourse. The Team Member Evaluations and individual Reflection Paper should also be submitted through Oncourse Assignments as PDFs.

Criteria for Success
In every case:
• On-time
• Neat
• Follows instructions on the Project Brief (i.e. all elements are included, and in order)
• Properly labeled and submitted in the correct format

In this project specifically:
• Quality and completeness of the overall content of the paper, including Overview, Background, and References
• Quality, relevance, and appropriateness of example chosen for Case Study analysis
• Quality of the Case Study analysis itself – is a depth of understanding conveyed
• Quality of the presentation of the Case Study analysis
• Quality of the Conclusions – what, of significance, was learned through completing the project? In particular what is the relevance of the mapping framework for understanding user-experience in design?
• Designerliness of the presentation itself.

Deadline
Tuesday, 3 March at 12:01 am