

CS124 Coursework Phase 2 (2009).

This coursework follows-on from the literature search and summary activities carried out in Semester 1. It will involve structuring, drafting and then completing a report on the topic you chose previously. The report should be around 2500 words in length and you should budget to spend approximately 20 hours of your own study time. The deadline is the end of **Week 6 (March 5th)**.

Step 0 – Understand the coursework

Deadline: Week 1

Chat with course colleagues and your tutor.

Step 1 – Draft the structure for your report

Deadline: Week 3 Tutorial.

Here the aim is produce an annotated table of contents for your report. Decide on the main sections and subsections and for each of these write two-to-three sentences describing what you will write about. An example is shown, over.

After completing the outline, swap your work with another member of your tutor group. Write some comments on their work to help them improve the draft.

You should discuss your draft in your Tutorial in Week 3.

Improve your structure based on the feedback you get from your colleague and your tutor.

Step 2 – Draft the report

Deadline: Week 5 Tutorial.

The aim here is to make a good, first draft of the work – that is, it will cover everything you wish to say and reflect the structure you chose earlier. You should ensure you are correctly referencing work you are drawing upon. Do not concentrate on making it work perfect at this stage, though – there will be time to improve the style, expression and formatting later.

After completing your draft, swap your work with another member of your tutor group. Write some comments on their work to help them improve the draft.

You should discuss your draft in your Tutorial in Week 5.

Step 3 – Complete the report

Deadline: End of Week 6, Friday March 5th.

Improve your draft based on the comments you get from your colleague and from your tutor. Your report should be professional produced via a typesetting or word-processing system. The report should be approximately 2500 words in length. It **MUST** contain complete references and a bibliography as appropriate.

Hand-in...

1. The draft structure with comments from your colleague (Step 1).
2. The draft report with comments from your colleague (Step 2).
3. The final report (Step 3).

80% of the final mark will be assigned to item 3, above; 20% is available for evidence of interim documents and their use in forming the final version.

Hand in the all of these with **your tutor's name** clearly marked on it.

Example draft report structure

Note that descriptions (*in italics*) are only given for a few sections – you should, of course, add such detail to all parts of your report outline.

Title: user-study approaches.

1. Introduction

Here will introduce the topic, motivating reader as to why it is important and interesting. Will indicate how it fits in the broad scheme of computer science. Will outline rest of report.

2. Focussing the study

This section is about setting the boundaries of a study – what are the research questions and what types of people could be used as participants.

2.1. Granularity of study

There are different reasons for doing user studies - e.g., to inspire or to inform design. Different frameworks are necessary depending on purpose – e.g. fieldwork or lab-based experiment. This subsection will outline the possibilities.

2.2. Sampling

How can valid samples of users be chosen. Role of sampling theory; contrast with purposeful-sampling.

3. Key techniques

3.1. Observing

3.2. Enquiring

3.3. Diary studies

4. Analysing results

4.1. Analysis perspectives

4.2. Task-analysis

5. Using scenarios and personas

5.1. Purpose of models

5.2. Scenarios

5.3. Personas

6. Conclusions

Will sum-up main categories of approach; emphasise need to fit tool to task.

7. References & Bibliography