



DELIVERABLES

What to deliver when!

First set of deliverables; project start

Deadline: Wednesday the 23rd of September, 09.00

Project description

What is the project about; who is being persuaded to what, and who/what is the invisible sweetheart? Which behavior/attitude do you wish to change? Why do you think that you can change it (using which psychological mechanisms/ theories, and using which technologies)? What is the aesthetical stance, and why?

What are you going to do in the project? What are the challenges? What is your goal? (E.g. a working prototype of whole or part of the project, an elaborate concept)?

What is your approach to testing; will you be testing parts of your concept pre design? (Many of you are confused regarding testing, see more elaborate description on the next page, under contents of project report!)

Project plan

You project plan should include the following:

- A rough time plan, including not only tasks but also meetings and several smaller deadlines
- Which team member is responsible for what when.
- The ways in which you plan to communicate. (Email? Wiki? Blog? Skype?)
- Materials – do you need anything other than the software you've already got to carry out your project? You have a budget of 1500 SEK that you can spend.
- If you want (we advise it): Risk/possibility analysis. Which risks are there, and how can you counter them. E.g. that someone falls ill for a week or two?

Group contract

Deliver a group contract that clarifies the following:

- The process(es) for making decisions
- What happens if someone does not do their part of the work?

Second deliverable; Draft of project report Deadline: Wednesday the 14th of October, 12.00

Your project report should contain the following elements (presented in any order; whichever suits your project the best).

- Description of concept idea
- Scientific background as basis for concept rationale
- Working methods
- Design methods and design process
- Design rationale including aesthetics
- Description of testing. You need to do any of the following:
 - a) Run actual pretest(s) and describe them, and (shortly) describe how testing of the effectiveness of your ambient persuasive technology should be done. That is, dependent on your design and the psychological theories involved, there might be certain choices that you can only make after doing some pretesting (e.g., testing the effectiveness of several types of feedback). In this case, do those tests, describe them in your report, and also describe (not too elaborate) how to test the effectiveness of your final design.
 - b) Run no pretests, but describe elaborately and in detail how to test the effectiveness of your final design.
- Result/Conclusions
- Analysis/Discussion of the project (both in terms of the result and the processes that led to it)

We recommend an extensive use of images/sketches. The length of the document (not counting appendixes and references should be ca 7000–10 000 words.

Third set of deliverables Deadline: Wednesday the 21st of October, 12.00

Project report

Deliver the final version of your project report, taking comments on the draft into account.

Individual contribution report

Describe what you did in the project. What was your major contribution. How much did you contribute to the following parts of the project, and what did you contribute?

- Idea/concept generation (e.g. taking part, e.g. writing down/developing concept proposals)
- Work processes (e.g. project leading or setting up means for communication)
- Prototype (e.g. hardware design, interaction design, graphic design...)
- Testing (e.g. carrying out tests, setting up tests, analyzing test data)

- Project report (e.g. writing certain parts, making illustrations, proof reading...)
- Presentation (Yeah ok, so you haven't done that yet, but we presume you have a pretty good idea on what you will contribute!!!)

Slides

As you can see in the schedule, you will present your projects to the teachers 9.00-13.00 on Thursday the 22nd. However, the prize ceremony takes place at 17.00, and then, representatives, from IMPACT, Chalmers, friends etc will be present. The course in itself will be presented to them, as well as your projects in short, before we announce the winners. Thus, each group needs to deliver a few powerpoint slides that will be put in the general presentation. Also, one of you must be ready to present them.

Fourth set of deliverables

Deadline: Thursday the 22nd of October 09.00

Presentation

You have 30 minutes in total to present your project; 20 minutes for presentation (and no more; you will be timed!) and 10 minutes for questions. You can present in any way you want! Powerpoint, a movie, live theater, a walk in the park, whatever. :) Be creative! Note that you also choose which one(s) of you who present(s); you do not all need to do that if you do not want to. Your presentation should cover at least the following (in any order):

- Concept idea
- Scientific background(s)
- Final design
- If your prototype is in the form of an artifact or a program (as opposed to a concept design) demonstrate it.

... but of course it's nice if you also cover other parts of the project, e.g. challenges and obstacles you ran into. If your presentation is in some software format, deliver it to us.

Prototype

You decide yourselves how elaborate your prototype is. It can be anything from a very detailed concept description (containing filmed scenarios or user stories in combination with different types of mock-ups/dummies etc.), to a fully working prototype in form of a program, game or device. It very much depends on your project idea.

As you can see above, you need to describe/show it during your presentation. If it is software of some kind (including movies of course) we want a copy. If it is a physical object, give us a chance to try it out after the presentations.