	COURSE NAME : GRAPHICAL USER INTERFACE (GUI)		MARK:
	TOPICS : All topic	CODE : DCM 1013	/100
	ASSESSMENT : Project	STUDENT LEARNING TIME (SLT) :	

FACULTY OF COMPUTER SYSTEMS & SOFTWARE ENGINEERING (FSKKP)
Project (40%)

Learning Outcomes

Through this assessment student will:-

1. Apply concepts of GUI in computer application.
2. Construct a GUI prototype according to the user interface guidelines.
3. Work and communicate effectively in group to complete the given assessment in specific time given.

Instructions:

1. This project requires you to form a group of 3 or 5 (preferrable in odd number).
2. **Each group need to design and develop a user interface for one system either for web based, mobile based or desktop based. Each project should select one system and should be approved by the lecturer.**
3. You need to justify and prove how you apply GUI concepts in your user interface design.
4. You MUST perform **A/B testing** of your design and attached the result in the portfolio.
5. Tools: Any software tools that accepted in the job markets. A preferable is the one with professional certification.
6. This project is worth (25%) from overall mark and each group member might be awarded with different mark based on individual contribution.
7. You are advised to perform a backup strategy such as uploading your work/document to online storage (email, free web hosting etc). Any late submission or fail to submit because of virus, hardware failure or other unacceptable reason will cause you penalty or zero mark.

	Evaluation Criteria	Mark
1.	Introduction and objectives of the project	5
2.	Selected tool and justification	5
3.	System analysis (requirements, user specifications, ages, classification, system business, etc.)	15
4.	Wireframe	15
5.	GUI design	20
6.	Perform A/B Testing and analyze the result.	20
7.	Presentation (prepare power point slides) + Demo + Q & A	20