# CS4963 - FINAL CLASS PROJECT

In groups of two, design an application that uses Twitter for a specific user and a specific use case. Present your design in a lightning five-minute presentation (not unlike Ignite).

## But why Twitter?

Twitter has a rather simple API, so if you do prototype your design, **it's pretty easy** (even for designers like us) **to get something up and running using it**. Regardless of what you think about Twitter, it's an interesting infrastructure—essentially a broadcast short message medium— with many possible uses.

## So I have to build something?

We care more about your design. You can make a paper prototype, you can wireframe and spec the thing out completely and NOT write a line of code, and still do well on this project.

Why groups of two? Urgh, the *logistics* of that....

Two reasons. **One:** on a small scale, it simulates working with other people on a design team. Plus, brainstorming design ideas is MUCH easier when you have someone else to bounce ideas off. **Two:** we're trying to make this simpler for you...so that you can divvy up the work in two, and this will not be an epic undertaking.

### What's expected for this? What should our presentation cover?

Your presentation should cover each of the things we've talked about: User Research, User Stories, Information Architecture, Visual Design, Interaction Design, and UI implementation. (If you fully implement the functionality, talk about how you implemented it. If you didn't implement it, talk about your plan for implementing it.)

#### We should hear about:

- who is using your project and what they need;
- the user stories that your app will satisfy;
- the **sketched screens** of your app;
- the **visual style guide** and show detailed **visual comps**;
- the interaction and motion standards;
- *most importantly*, explain your **design decisions**;
- and sell it with a walkthrough or prototype.
- For bonus points, *test it* with your intended users.

You don't have to use Powerpoint, but visual aids will obviously be necessary. Next Thursday you can work through your projects in class—we can help you with ideas and designs in person and answer any further questions you might have. (Feel free to contact us via e-mail, too.)