ISDN 4002 – Final Year Design Project II Spring 2023

Monday 9:30 am to 11:20 am & Individual Team Appointment,

Room 4223, 5 Credits

Course Description

This course is the second part of the final year project course, which continues the project based learning training from the first semester. Students will continue their project and come to a conclusion achieving the project milestones or coming up with the final product prototype by the end of the semester. A final project presentation covers the overall project achievements to the faculty advisor, other ISD faculty members and mentors. Instructor's approval is required for enrollment in the course.

Intended Learning Outcomes (ILO)

ILO No.	Description	
1	Defining the problem and project; ensuring creation of value	
2	Follow design process to create prototype and iterate to enhance its functionality and aesthetics/ergonomics.	
3	Conduct technical, business and design research and being resourceful to overcome limitations and obstacles	
4	Seek external funding and IP/copyright establishment if needed	
5	Document and present (including pitching) on project	

Course Instructors

Prof. C.Y. TSUI Email: <u>eetsui@ust.hk</u>

Prof. Chi Ming CHAN Email: <u>kecmchan@ust.hk</u>

Dr. Jac LEUNG Email: <u>egjac@ust.hk</u>

Course Coordinators

Ming CHAN Email: <u>mingchan@ust.hk</u>

Grading

Task Items	Deliverables	Type of Submission	% of final grade
Plan and follow-up	Documentation and presentation of working plan for the remaining months	Team / Individual	15%
	A statement of individual scope and significance to the project		
Iterate and test	Meet-up with partners for constructive feedbackPrototype progress, sampling/testing schedule, user feedbackreport and/or test report	Team	15%
Deliver and pitch	Group Final Presentation (15%) Group Final Report (15%)	Team	50%
	Poster for showcasing (5%)Prototype demo for showcasing (15%)		
On-going progress	Observations from weekly meetings (preparedness to and communication during meetings)	Individual	15%
Reflection	Reflective statement on learning (learning journal)	Individual	5%

Assignment Submissions

Students are required to submit course assignments onto Canvas to the designated assignment folders. Assignments that are meant to be completed independently will be graded individually while team assignments will receive a team grade. However, students will not receive a grade for any assignment they do not submit.

Late Submissions

20% of the total marks will be deducted from an assignment for each day that it is late (weekends are also counted). Assignments submitted more than 5 days after the due date will receive a zero grade.

Attendance

Students need to contact Course Instructors or Course Coordinators in advance to make alternative arrangements if they cannot complete/attend any assessments.

Team Assessments

Individuals who have not received permission to be excused and are not present will receive a zero grade (except in cases of emergencies and documented illnesses). The whole team will lose out on any grades associated with a missing students' participation or contributions.

Recommended Reading

Subject to project topic.

Course Schedule (subject to project progress)

Week	Activities/Topics	Learning Module
1	Reflections from Fall semester	
2	Feedback on work plan, envisioned targets	
3-4	Follow-up with industry partners	
5-6	Prototyping	Relevant learning module for building up technology/design knowledge requirement for the project
7-8	User / on-site testing, sampling, collecting feedback from users	Relevant learning module for building up technology/design knowledge requirement for the project
9-11	Iterations	Relevant learning module for building up technology/design knowledge requirement for the project
12-13	Finalizing written proposal and pitching to industrial partners (include industrialization, viability, feasibility, desirability, functional and technical specifications)	
14	Project presentation, critique from industrial partners	