Tips Regarding Conceptual Design (PRS pg 239, 249-250):
- **What** the system will do and **how** it will behave
- How does the system communicate with the user and vice versa?
- What assumptions does the functionality make about the users?
- Be weary about making generalizations about the stakeholders
- Also be weary about the tradeoffs when using metaphors. Sometimes metaphors keep you 'inside' the box.

Tips Regarding Functionality (PRS Ch 8):

- Traceability: results from your fieldwork directly translate into requirements that directly translate into functionality.
- Consider the **Needs x Functionality** matrix: create a matrix listing **all** stakeholder needs on the horizontal axis and **all** system functionality on the vertical. For every need that is met by a function, add a check mark. When you're done, look for cells without checks: you may find needs that are not met, or functionality that is not useful.
- Consider the following concepts from the text:
  - Task Allocation: What will the system do? What tasks are left to users?
  - Cognitive Load: Are there any tradeoffs?
  - Metaphors: How far will the metaphor go?
  - Appearance: How will the system 'look'?
  - Behaviour: How do you input data? How does the system work over time?
  - What kind of feedback will the system give you?
  - Interaction Paradigms: Will you use any ubiquitous computing, wearable computing or pervasive computing paradigms?
  - Functional Interactions: How does one functionality interact with another?

Tips For Scenarios (PRS pg 259-262):
- Now that you've conducted fieldwork, requirements analysis, and established the functionality, the scenarios should describe the functionality at a more detailed level.
- The great thing about scenarios (and task analysis) is that they force you to think about a lot of the options/functionalities. Use them to cross check your description of your functionality to make sure you've covered everything.

Tips For Prototyping (PRS Ch 8):
- The point of creating a prototype is to be able to sufficiently analyse its usability and usefulness with potential users.
- A certain amount of interaction is required in order to be able to test the prototype.
- Consider the different kinds of prototypes and the different kinds of interactions that you can demonstrate with each.

General Tips and Suggestions:
- Read up on the concepts from your text/lecture notes.
- Make sure you understand the terminology and use it appropriately in your write up.
- Pay attention to sentence structure, clarity, and layout.