

**GROUP ASSIGNMENT 6  
USER INTERFACE DESIGN  
(4-5 students)**

**I. Goal:**

The series of group assignments (GA2-GA6) aim to exercise your skill in **analyzing and designing a real information system**. You will be part of a team which consists of 4 to 5 people. Each group will be assigned a mini case. Each case concerns possible information systems project (as part of Electronics Commerce Information Systems) to be developed in Anapedia.com. In this part, the objective of Group Assignment 6 is:

- a. Student can create **user interface design** (as part of system specification deliverable) of a case study of information systems projects.

**II. Submission and Deadline:**

- a. Please write **complete identity information (class, name, NPM)**
- b. Deadline  
**Softcopy : Sunday, 20 December 2020, 23.55 on SCeLe**
- c. Format softcopy:  
**[GA6]-[Class]-[Group Name]**  
**Example: GA6-A-Group 1**
- d. Late submission of coursework is **only accepted in the next day**, but penalty will be applied, result in **20% deduction of the total score**.
- e. Indication of **plagiarism** will result in **zero mark**.
- f. Write the references (if any)
- g. Each member of group must **submit peer review form (BORANG GROUP)** via SCELE (**no later than one day after deadline**, see dropbox for deadline).
- h. **Presentation will be held in 14<sup>th</sup> Week** (see further announcement about this).

**III. Instructions**

- a. Please refer to section **Case Study Assignment** below to get the case study assignment for your group.
- b. This assignment is a part of **design phase deliverable** of the given case study in order to deliver the user interface design.
- c. Use your previous analysis modelling (functional, structural, and behavioral model) to create user interface design.
- d. Based on your analysis, **you are expected to create: USER INTERFACE DESIGN**
  - a. **Navigation Structure Design**
    - Create Windows Navigation Diagram (**WND**) for **selected use cases in Section V**.
  - b. **Interface Design Prototyping**

- Create Windows Layout Diagram (**WLD**) for **selected use cases in Section V**.
- e. The guidelines and templates for **system specification** deliverable are provided, but you are allowed to modify them. The guidelines and templates state the minimum description required for the project that ought to be provided by each project team.
- f. **Create a separate file for System Specification document.**
- g. You are allowed to search supporting data or information on the internet. Please write your assumption for your proposed solution (if any) and provide the references (if any).

#### IV. Topics of E-Commerce IS for Anapedia.com

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|-----------------------------------------------------|----------------------------|
| • Topic 1: <i>Product Management System</i>         | <b>PIC: Clarisa</b>        |
| • Topic 2: <i>Merchant &amp; Partnership System</i> | <b>PIC: Falahdina</b>      |
| • Topic 3: <i>Transactions System</i>               | <b>PIC: Saffanah</b>       |
| • Topic 4: <i>Marketing &amp; Service System</i>    | <b>PIC: Nur Rifandy</b>    |
| • Topic 5: <i>Human Resources System</i>            | <b>PIC: Adiva</b>          |
| • Topic 6: <i>Warehouse &amp; Expedition System</i> | <b>PIC: M. Andriansyah</b> |

#### V. Use Cases for User Interface Design per Topic

Topic	Use Case
Topic 1: <i>Product Management System</i>	<ol style="list-style-type: none"> <li>1. Mengelola <i>cluster</i> produk</li> <li>2. Mengelola iklan</li> <li>3. Mengelola <i>test case</i></li> <li>4. Mengelola persetujuan <i>product bundling</i></li> <li>5. Mengevaluasi <i>dashboard</i> performa produk</li> </ol>
Topic 2: <i>Merchant &amp; Partnership System</i>	<ol style="list-style-type: none"> <li>1. Registrasi toko <i>merchant</i></li> <li>2. Mengelola produk</li> <li>3. Mengelola toko <i>partner</i></li> <li>4. Menindaklanjuti komplain</li> <li>5. Mengevaluasi laporan performa <i>merchant &amp; toko partner</i></li> </ol>
Topic 3: <i>Transactions System</i>	<ol style="list-style-type: none"> <li>1. Mengelola keranjang belanja</li> <li>2. Membeli produk</li> <li>3. Mengelola Anapedia <i>Wallet</i></li> <li>4. Mengajukan pembatalan transaksi (dari sisi penjual)</li> <li>5. Mengevaluasi performa transaksi</li> </ol>
Topic 4: <i>Marketing &amp; Service System</i>	<ol style="list-style-type: none"> <li>1. Melakukan riset pasar</li> <li>2. Mengelola <i>event-based promotion</i></li> <li>3. Mengelola komplain</li> <li>4. Mengajukan retur barang (dari sisi <i>customer</i>)</li> <li>5. Mengevaluasi performa promosi</li> </ol>
Topic 5: <i>Human Resources System</i>	<ol style="list-style-type: none"> <li>1. Mengelola KPI</li> <li>2. Mengelola <i>master data</i> pegawai</li> <li>3. Mengelola <i>training</i></li> </ol>

Topic	Use Case
	4. Melakukan <i>payroll</i> 5. Mengevaluasi performa karyawan
Topic 6: <i>Warehouse &amp; Expedition System</i>	1. Mengelola <i>picking ticket</i> 2. Mengelola penugasan kurir AnapedEx 3. Memverifikasi <i>replenishment order</i> 4. Mengelola penanganan retur 5. Mengevaluasi laporan utilisasi pengiriman <i>in-house vs outsource</i>

## VI. Case Study Assignment per Group

Anaperancis A	
Group 1	Topic 1
Group 2	Topic 2
Group 3	Topic 3
Group 4	Topic 4
Group 5	Topic 5
Group 6	Topic 6
Group 7	Topic 1
Group 8	Topic 2
Group 9	Topic 3
Group 10	Topic 4
Group 11	Topic 5
Group 12	Topic 6
Group 13	Topic 6

Anaperancis B	
Group 1	Topic 1
Group 2	Topic 2
Group 3	Topic 3
Group 4	Topic 4
Group 5	Topic 5
Group 6	Topic 6
Group 7	Topic 1
Group 8	Topic 2
Group 9	Topic 3
Group 10	Topic 4
Group 11	Topic 5
Group 12	Topic 6
Group 13	Topic 3

## VII. Marking Component

Content	Percentage
<b>Navigation Structure Design (WND) (35%)</b>	
a. Compliance with the analysis results	70%
b. Syntax correctness	30%
<b>Interface Design Prototyping (WLD) (65%)</b>	
a. Layout	25%
b. Content Awareness	25%
c. Aesthetics	10%
d. User Experience	10%
e. Consistency	15%
f. Minimal User Effort	15%