

**INFOST 691 – User-Centered Interaction Design**  
**Semester: Spring 2017**  
**Instructor: Kevin Trainor**  
**Assignment: High-Fidelity Prototype**  
**Course Component: Practice Assignments**  
**Grading Rubric**

## Submission

### Timeliness (49 available points)

#### Requirements

See due date and time in weekly schedule.

Percent Credit	Description
100	On Time
20.4082	Late (10 points off)
0	Not submitted or submitted too late

## File Submitted (10 available points)

### Requirements

Submit only 1 file.

File type may be PDF or ZIP.

Written documents must be in PDF format rather than a word processor format like DOCX.

You may submit multiple files by placing them into a directory and compressing the directory.

You may submit a working prototype as Web code (HTML, CSS, JavaScript, etc), or as a URL that connects to a working prototype over the Web. Please do not submit working prototype code that requires a proprietary tool to run the prototype.

File types must not require proprietary software for viewing. Submit a PDF rather than an DOCX or DOC.

File name must conform to: lastName\_firstName\_high\_fidelity\_prototype.XXX (where XXX is PDF or ZIP).

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

## High-Fidelity Prototype

### Prototype (30 available points)

#### Requirements

Prototype includes functionality of at least 1 use case.

Prototype includes at least 3 screen or page views.

Prototype has high-fidelity in its interactivity.

Prototype is suitable for user testing.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

## Tutorial (11 available points)

### Requirements

Tutorial must review the full extent of the functionality found in the prototype.

Tutorial is sufficient to be used as user training for users participating in user testing.

Tutorial may be a recorded video or a written document.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

**Net Available Points = 100**