

INFOST 691 – 206, 207

User-Centered Interaction Design

Instructions for the High-Fidelity Prototype

Overview

Build a high-fidelity prototype of an application that you choose (e.g. shopping, travel, searching). You may choose to use tools taught or recommended in class. In addition, create a tutorial about how to use the prototype with justification.

Choice of Application

The application should represent a real or simulated workplace scenario. If you wish, you may choose the travel planning case from the ID4e textbook.

Scope of the Prototype

This prototype does not need to cover the entire application. It should cover at least one of the use cases (or user stories) within an application. Remember that one use case or user story accomplishes one user goal for the user. Typical examples would include these use cases from a banking ATM application: Deposit Funds, Withdraw Cash, Transfer Funds, Check Balance. These are 4 separate use cases or user stories.

Please be sure to **include at least 3 screens in your prototype.**

The high-fidelity prototype that we are creating should be appropriate for user testing. Ideally, we should create at least 2 versions of one of the features of our prototype. This would allow us to test alternate versions and draw conclusions about which of the choices might be preferred.

Fidelity Requirements

The high-fidelity aspect of this assignment applies primarily to the ability of a user to interact with the prototype on a computer screen. This means that the prototype should simulate the changes expected as the user clicks on objects or fills in form fields on the screen. These changes should include navigation from screen to screen. The net effect should be that the user's experience of interacting with the system should be close to the expected experience on the target system.

The fidelity of the artwork in this assignment is less important than the fidelity of the interaction. Images used in the prototype may be placeholder boxes; color schemes may be simple; text may be simulated (lorem ipsum); and layout may be rough. Alternatively, you may find that you prefer your prototype to be more finished from an artistic perspective. It is your choice.

Tool Choice

You may choose whatever prototyping tools that you prefer. I will be using the Axure RP product and I have already provided resources for those who wish to use this product. If you have questions about the appropriateness of an alternative prototyping tool, please contact me for advice.

Deliverables

There are two deliverable parts to this assignment:

1. Prototype

The prototype itself can be submitted in whatever medium is appropriate to the tools chosen. It must be viewable or playable without special software. While it is preferred that whatever you submit is interactive, it would be sufficient to submit a non-interactive document (like a PDF document).

In my own work, I will be using Axure RP to create an HTML version of the Web site that I publish to their Axure Share hosting site. This will allow me to simply publish the URL for the prototype. Should you take the same approach, please submit a document that includes a clickable link to the URL for the prototype.

2. Tutorial

The most direct way to create a tutorial for the prototype is to record a video and post the recording to YouTube. This will allow you to explain the application, review the prototype, and provide some instructions for how to exercise the prototype. The tutorial should also include the reasoning that lies behind your design and your approach to prototyping (justification).

If it is not convenient for you to create a video tutorial, you may choose to submit a written document that contains the same information.

Please submit a document for this deliverable that contains either a link to the tutorial or the text of the tutorial.

Length and Style Requirements

The prototype should include at least three different screens and meet the requirements described above. The tutorial should be brief and meet the requirements described above.

Format

Please see *Deliverables* for format choices.

File Naming Conventions

The name of the file which you submit should be consistent with the following model:

lastName_firstName_hig_fidelity_prototype.pdf

Submission Deadline

The submission deadline and dropbox to which the assignment should be submitted will be indicated in the Weekly Schedule.

Grading

A separate grading rubric document will be posted to the Weekly Schedule.