

Prototypes

HCDE 518

User Centered Design

Once you have critiqued and narrowed down your ideas to three ideas, the next step in the process is to prototype. Prototypes are distinct from sketches in that their intent is to test the idea with real users, rather than just share or communicate ideas within the design team. Thus, they are typically more well-developed and are closer in representation to the final product than they are abstract. In interaction design, prototypes must do more than just convey text on the screen -- they should also convey the interaction the user will have while using the system. Thus, the prototypes you develop should somehow simulate the conditions in which the user will be using your system.

What to do?

Your team must create a high-fidelity, *interactive* prototype of at least one of your design ideas generated in P2. The most important aspect of this project is to develop a prototype that conveys the *interaction* with the system as well as the overall experience. Thus, tools such as Wizard of Oz prototyping, HTML prototypes, or other high-fidelity methods should be used. Feel free to be creative with this. For example, you could have a person in a remote room act as your communication partner or use remote desktop assistance for emulating shared screens. If your project is hard to convey in your specific setting, a video prototype may be used in conjunction with an interactive prototype. The prototype must be usable by a person (i.e., your potential users) to simulate the experience of using it.

How much to prototype?

Whether you do a horizontal prototype, vertical prototype, or both is up to you. However, I should clearly be able to assess the essence of the product and the experience during your demo. It must also be convincing and professional. If you are not sure whether you are doing enough for this assignment, please consult the instructor for advice prior to completing this assignment.

What to hand in?

There is no written deliverable for this assignment. Instead, you and your teammates will arrange a time where the majority of you can meet with the instructors to demo your prototypes and allow them to experience what it's like being a user of your system. Plan on being able to demo your prototype in under 10 minutes to leave room for questions and answers. If your prototype requires a specific setting (e.g., being outside, in a computer lab, etc.), I am open to doing demos anywhere on or near campus within reason, but please work with me ahead of time to plan this out. It would be a good idea to test out your prototype on other students, classmates, friends, etc. before trying it during the graded demo. *During your demo Q&A, you should be able to defend the prototyping technique you chose, explain how the prototype answers your design question, and how you plan to use your prototype for user testing.* In addition, you should be able to give me your prototype in some format, such as a powerpoint file, html link, or video demonstration for grading. These artifacts should be uploaded to CollectIt.

How will it be graded?

- **4.0 – Outstanding** – The prototype is very convincing and conveys the interaction experience of what it would be like to use your system. The method used was appropriate and the prototype is overall of superior quality. The students defended their prototyping methods and understanding of their target users very well.
- **3.5 – Great** – The prototype is very convincing and conveys the interaction experience of what it would be like to use your system. The method used was appropriate and the prototype is overall of high quality. The students defended their prototyping methods and understanding of their target users.
- **3.0 – Good** – The prototype is complete and of good quality, but the justification could be better articulated or the prototype could have been more in-depth and conveyed the user experience more.
- **2.5 – Satisfactory** – The prototype is complete and of satisfactory quality, but the justification could be better articulated or the prototype could have been more in-depth and conveyed the user experience more. There is some concern that the prototype does not consider the users' needs or answer the design question.
- **2.0 or Lower – Unsatisfactory** – The prototype is incomplete or is of lower quality. The method is not well justified, does not consider users needs, or does not answer the design question well.