Interactive Prototype #2 (Group)

Due: Thursday, May 31, 2012

Goals

The goals of this assignment are to learn how to incorporate feedback from a user interface usability test into the next iteration of a prototype and to communicate the results of a two quarter long project. ***This report should be comprehensive*** so that someone who hasn't seen what you have done the last two quarters could pick it up and understand your project and the solution you have come up with.

Using Pilot Usability Test Results

You should use the results and conclusions from your Pilot Usability Test along with any feedback we (or your classmates) gave you on your last prototype. You should fix as many of the problems found as you can, prioritized by UI severity. This is also your last chance to implement as much missing functionality as you can – time is short, so you won't be able to do much, but try to do what you can.

Deliverables

1. **Prototype**
    Your prototype must be runnable by the teaching staff and anyone else who would like to try it. ***A downloadable version must be put on your project web page along with instructions*** to make it run. Make sure this works well in advance of the due date by testing on multiple devices.
2. **Report**
    You will put a copy of your report online on your class project web page. Your entire report and web page should be up to date with all of the files stored on our server (so that we can just copy the site for our archives – links should be relative.) Make sure that your web page design does not violate the topics we talked about in class last term; we will be grading the sites.

Report

Your report should be comprehensive (including sketches and screen dumps). The report should follow the outline below with *separate sections* for the top-level items (number of pages/section are approximate):

1. **Problem description (1 paragraph)**
   - This is the need you have been trying to solve with this application the last two quarters
2. **Solution Overview (1 paragraph)**
3. **Tasks (1/2 page)**
   - List and describe the 3 tasks (ranked by difficulty) and tell us *why* you chose them
4. **Scenarios (1/2 page + screen shots)**
   - Scenarios for 3 tasks
     - Storyboards of scenarios (using *finished* screen shots)
     - Make sure to use arrow/numbers to show how user completes task
5. **Design Evolution (2 pages + sketches & screen shots)**
   - How did your UI change from initial prototype, HE, medium-fi online testing, and final usability test?
   - Show what the major changes were and *why* they were made
   - Which evaluation technique was most valuable to your prototypes usability and why?
6. **Final Interface (4 pages + screen shots- reference figures!)**
   - Describe the final UI *design*
     - Describe the functionality (i.e., **what** are the operations you can do with it)
     - Describe the user interface design (i.e., **how** you use the functionality)
   - What was left *unimplemented*
     - What was left out and why
     - Any wizard of oz techniques that are required to make it work
   - Tools you used
     - How the tools helped and how the tools did not help

Grading (100 Points)

The report and the prototype will be graded together. Here is the grading for the report and the prototype (100 pts total):

Prototype (50 Points)
- Is the prototype accessible and working?
- Can users complete the three tasks with the prototype?
- Is the prototype easy to use?
- Is the prototype interface aesthetic and pleasing? Does it fit the platform's UI style?
- Were appropriate tradeoffs made between functionality and completeness?
- Are the limitations and tradeoffs described and justified in the report?
- Does the README file summarize these limitations and any other details needed?

Report (50 pts)
- Writing
  - Does the report cover all the topics in the outline?
  - Does the organization follow the outline?
  - Are the limitations and tradeoffs described and justified in the report?
  - Are sub-sections used for easy scanning of important parts?
- Screenshots
  - Are important figures referenced and placed inline with the text?
  - Is there a complete set of screenshots or scripts in the appendix?
  - Do figures have appropriate annotations linking them to the text?