

Interactive Prototype

Due: Tuesday, December 8, 2009

Must be posted to Web by 11:00am

We will snapshot projects directory before 12:00pm class

Goals

The goal of this assignment is to learn how to build an interactive prototype of an interface using an interactive user interface design tool. You will (1) revise your interface design based on the results of testing your low-fidelity prototype, (2) use interactive tools to create a higher-fidelity prototype in a Web format, and (3) post your Web prototype with step-by-step scenarios.

Interface Redesign

Use the results of testing your low-fidelity prototype to design a revised interface. If necessary or appropriate, develop new and/or revised scenarios for your tasks by storyboarding your ideas. The tasks and scenarios from your low-fidelity assignment are likely sufficient, but be sure to revise them if suggested by your testing or if necessary to provide better coverage of your proposed functionality. If you are substantively changing your tasks or your scenarios, make an appointment with us *ASAP* to discuss your new tasks, design ideas, and storyboards.

Prototyping

Use a rapid Web prototyping tool to create an interactive prototype for your application. At the minimum, this should be a task-oriented fixed-path prototype with paths corresponding to each of your three scenarios. See the qualifier below regarding going beyond this.

You should use a rapid Web prototyping tool (e.g., Adobe's DreamWeaver). You can import images to start to account for the size and resolution of your target device (e.g., embedding your prototype within an image of a phone). Underlying functionality *does not need to be implemented* (and probably should not be implemented). For example, applications requiring large database of information can instead have a sufficient number of hard-coded data points for supporting your three scenarios.

You have a very short period of time to complete this prototype. You will likely need to make difficult choices about what to implement, so focus on showing only what is essential. If you decide to go beyond a task-oriented fixed-path prototype (e.g., implementing a live database, location sensing, using Flash to improve responsiveness), you do so at your own risk. There is relatively little upside, and the time required to actually implement such things will not excuse a failure to complete your prototype before the deadline.

Scripts

For the purpose of Web presentation, enhance your Web prototype with text providing the context of each scenario and *scripts* detailing how to step through the prototype. A person should be able to follow the script to step through and understand the paths in your prototype.

Deliverables

1. Prototype

Your prototype must be accessible on your project site by 11:00am on the due date.

Upon viewing the Web page for your prototype, it should be clear what the three scenarios are and how to step through each of them in your prototype. You might implement this as three different entry points (i.e., three clearly separate scenarios), as one entry point (i.e., a single starting interface with multiple paths that can be followed), or some other appropriate entry into the scenarios. At each point in the execution of the scenario, it should be clear (1) what the next step is and (2) what the context is for that next step. For example, consider presenting your prototype in a Web page with story text next to it at each step.

Note previous classes used a separate README.txt, so do not just copy their sites.

If your prototype is not posted and working with scripts, you risk a *zero* on this assignment.

2. Report

Submit a report of no more than four pages of text (images are both free and required).

Report must be in PDF format. Upload reports to the catalyst drop box here:

<https://catalysttools.washington.edu/collectit/dropbox/summary/jaf1978/7152>

The report should follow this outline with separate sections for the top-level items.

- 1) Problem and solution overview (1 paragraph)
- 2) Tasks (1/2 page)
 - a) 3 representative tasks for your design (labeled easy, medium, and hard)
- 3) Interface revision sketches (1/2 page plus sketches)
 - a) Sketches clearly showing previous design and new design. Provide rationale for changes made as a result of testing your low-fidelity prototype (refer to content of the sketches).
- 4) Prototype overview (2.5 pages)
 - a) Overview of implementation (reference figures from later sections)
 - b) Scenarios for 3 tasks
 - i) Storyboards of scenarios (annotated screenshots, sketches if unimplemented, etc.)
 - c) Tools Used
 - i) How the tools helped
 - ii) How the tools did not help
 - d) What was left out and why
 - i) Sketches of unimplemented portions of the interface
 - e) Any wizard of Oz techniques required to use the prototype (should also be clear in Web)
- 5) Prototype screenshots (as many as needed)

Writing Guidelines / Grading Criteria

Here is the grading criteria for the prototype and report (100 point total):

Design (40 Points)

- Tasks
 - Do the tasks cover the interesting features of the project?
 - Do the tasks have an appropriate difficulty/complexity specified?
 - Do the tasks altogether form a compelling story for the project?
- Changes
 - Were appropriate changes made to address the important problems discovered during testing of the low-fidelity prototype?
 - Is there a clear rationale for the changes?
 - Are these changes well illustrated with screenshots or scripts?
- Transition from low-fidelity to interactive prototype
 - Are the three scenarios clear, labeled, and mapped 1 to 1 from the tasks?
 - Were some of the limitations of the low-fidelity prototype addressed?
 - Were appropriate constraints from the final target platform considered?
 - Were any non-standard interactions appropriately described and justified?

Prototype (30 pts)

- Is the prototype accessible and working?
- Can people understand and complete the three tasks with the prototype?
- Were appropriate tradeoffs made between functionality and completeness?
- Are the limitations and tradeoffs described and justified in the report?

Report (30 pts)

- Writing
 - Does the report cover all the topics in the outline?
 - Does the organization follow the outline?
 - Are sub-sections used for easy scanning of important parts?
- Screenshots and Storyboards or Scripts
 - Are important figures referenced and placed inline with the text?
 - Is there a complete set of screenshots in the appendix?
 - Are they clearly annotated?