Interactive Prototype #2

Write-up & Code Due Monday March 5, 2007; Slides Due: Friday, March 9, 2007

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 2 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 of 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.

Prototypes

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 machines or cell phone (if your project requires it).

Write-up

Your write-up should be comprehensive (including sketches and screen dumps). It is due on both the web and on paper at the same time. Your entire write-up 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.

The write-up should follow this outline with separate sections for the top-level items (number of pages/section are approximate):

1. Problem (1 paragraph)
   o 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)
   o tasks used for design process
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)

5. Design Evolution (2 pages + sketches & screen shots)
   - How did your UI change from initial sketches, low-fi testing, HE, 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

**Demo/Talk**

The remaining *members* of your team (who haven’t presented yet) will present your final results and demo the user interface to the class/industry representatives. They should give a talk that follows the above outline and includes a demo of the final interface.

The demo/talk will be graded on how well the presentation was organized, presented, and the functionality shown by your demo. You will have only 20 minutes for this talk, so practice it in advance and make sure you meet the time constraint. Jon will be available for practice in the HCI lab the night before and I encourage every team to take advantage of this. There will be an additional 5 minutes for questions. *You must put your presentation slides up on the project web page by 10:30am on Friday morning.*

**Presenter(s) grade(s):**
The presenter will be graded on the following factors:

- Organization
  - Give an overview of what you are going to discuss
  - First discuss the overall problem
  - Present your solution
  - Then the representative tasks and why
  - Design evolution and why
Final UI description
  • what does it do
  • how does it work
  • what is missing

Demonstration of system (may be spread throughout if necessary)

Summary

• Presentation
  o Use slides. Ensure that the presentation shows appropriate preparation, and that visual aids are effective.
  o Cover the required scope within the 20+5 minute time period. Practice and time your presentation.
  o Ensure the presenter makes eye contact, projects well, and is dressed appropriately.