Interactive (Hi-fi) Prototype #2 (Team)

Due: Thursday, February 5, 2015

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.

Lab Usability Test Results

You should use the results and conclusions from your Lab 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. You should also try 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 (or link to 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. **Presentation**
   One member of your team will present your project during a ten-minute slide-based presentation in front of the other students and teaching staff. See the grading guidelines for information on how to structure your talk. You must **make the slides available for download on your web site**.
Presentation Guidelines
You will have 10 minutes for this presentation plus up to 5 minutes for questions. Please practice as we will grade you on how close you are to the time limit (under and over). All team members are expected to work collaboratively on the presentation, though only one team member will deliver the presentation.

Suggested Talk Outline:
1. Project title & team (briefly introduce yourself, your idea, and the rest of your team)
2. Introduction
   • Introduce the problem you are attacking
   • Introduce the basic solution your application takes at solving this
3. Outline of Talk (don’t read it)
4. Interface Changes
   • Show us the major changes (highlight old & new together on each slide)
   • Explain the reasoning for the change (come from test or other?)
5. Scenarios
   • Scenarios for 3 tasks
     i. Slowly step through execution of each task with the new UI
6. Future Work
   • What was left unimplemented
     i. What was left out and why
     ii. Any wizard of oz techniques that are required to make it work
   • Plans moving forward
     i. Which things do you still plan to implement / change?
7. Summary of talk
   • What did you do? What were the key things you learned? What are the key things moving forward?
Grading Criteria

Your grade will be based on the thoroughness and design quality of your implementation, the reasoning you give for the changes you’ve made, and the quality of your presentation. The presentation grading will be broken into two components: the individual grade of the presenter and a group grade for the quality of the content itself. Each bullet/grading category below will be out of 3 points (3=check+, 2=check, 1=check-, 0=missing).

Presenter’s grades  (NAME: _______________________________)

• Organization
  o ___ Project & team introduction
  o ___ Introduction to the problem & your solution
  o ___ Overview/Outline of talk (1 slide) – don’t read this, tell it like a story
  o ___ Interface Changes
  o ___ Scenarios
  o ___ Future Work
  o ___ Summary of talk

• Presentation
  o ___ Use effective slides (easy to read, understand, good use of visuals/images)
  o ___ Cover required scope in 10 mins (+ 5 minutes Q&A). Practice in advance.
  o ___ Ensure the presenter makes eye contact and projects well. (__ : ___)

Group grade  (GROUP NAME: _______________________________)

• Introduction:
  o ___ clear what the problem is?
  o ___ clear what your high level solution is & why it solves the problem?

• Interface Changes
  o ___ Changes from HiFi #1 to HiFi #2 clear?
  o ___ Changes make the interface better?
  o ___ Were issues found in the usability study fixed?
  o ___ Good reasoning for the changes?

• Scenarios
  o ___ Clear how each of the 3 tasks is carried out in the new UI?
  o ___ Is the prototype UI aesthetic & pleasing? Fit the platform UI style?
  o ___ Tasks give appropriate range for this application?

• Future Work
  o ___ What is left out and why?
  o ___ Understand what is Wizard of Oz or hardcoded?
  o ___ Good plans moving forward?

• Summary
  o ___ Give good overview of what was done, what was learned, & future plans?