

## Interactive Medium-Fi Prototype (Group)

Due: At the start of your studio (Thur/Fri 10/31-11/1)

### Overview

The goal of this assignment is to **learn how to build medium-fidelity prototypes** of user interface ideas using an interactive user interface **design tool**. We'd also like you to **understand the tradeoffs compared to low-fi prototyping** or even creating a prototype through coding. You will **revise your user interface ideas** based on the insights from your low-fi prototype user testing and feedback from your studio peers and CA. Then, you will **use interactive tools** to build a medium-fidelity prototype of the updated and improved design.

### Interface Redesign

Use the results of your low-fi prototype tests, teaching staff feedback, and studio peer comments to design a revised interface. **Sketch new and/or revised designs** for your tasks by storyboarding/task-flowing your ideas (this step should be started in studio after presenting your low-fi test results). Make sure you take photos/scan-in these sketches and include them in your deliverable. The tasks that most of you used in the low-fi assignment should be sufficient for this, but some may have been *simple or partial tasks* that did not adequately cover your proposed functionality, or your functionality may have changed based on testing or our feedback. Make sure to **revise those tasks** if necessary. If you are changing your tasks, email your CA to present your new tasks, design ideas, and storyboarded task flows for discussion.

### Prototyping

You will **use design tool (e.g., Figma/Sketch) and a prototyping tool (e.g., Marvel/Invision)** to create an interactive prototype of your application. For most applications, we would like you to first use a design tool such as Figma or Sketch that targets mobile platforms. For prototyping, you can create an interactive prototype directly in Figma from your basic design or you can use a more special purpose prototyping tool (together with Figma/Sketch) that has more features such as Marvel, InVision, or Justinmind Prototyper (note that Sketch is currently not as good for adding the interaction using its built-in features -- it is best used with InVision). If there is another tool that you think would work better for your project due to capabilities or expertise on your team, please contact your CA to discuss it first.

Your prototype should “implement” the three or more task flows that you developed so far this quarter. You should now be making your design work with the actual target constraints (e.g., size of device, text size, and built-in controls/widgets) of a real mobile platform (e.g., iPhone, Android phone, iPad, smartwatch, AR/VR headset). Many of **the limitations and tradeoffs you made for the low-fidelity prototype should be addressed by this medium fidelity prototype**.

The **underlying functionality does not have to be fully implemented**. For example, applications requiring large databases of information or social networks can instead have a sufficient number of hard-coded data points for supporting the three tasks. You have a short period of time to complete this prototype, so you should focus on showing only what is essential. **Focus on user experience and UI, not the underlying implementation**. You will likely have to make some difficult decisions!

## Deliverables

### 1. Prototype

Your prototype must be accessible and/or executable by everyone in the class from your team website (**if your team website still doesn't exist, now is the time to get it done!**). It must be accompanied by a README file that describes the tool that it runs with and operating instructions, including any limitations in the current implementation. **If your prototype is not working on the due date, you will get a zero on this assignment.**

### 2. Presentation Slides

Your revised interface designs and medium-fi prototype will be submitted for review on presentation slides. However, **there is no presentation during studio for this assignment**. See the grading guidelines for information on how to structure the content. You must **make the slides available for download on your website**.

Here are examples of medium-fi prototypes and presentations:

Petivity

- [Med-Fi Prototype](#)
- [Slides](#)
- [README](#)

ThoughtBubble

- [Med-Fi Prototype](#)
- [Slides](#)
- [README](#)

Docket

- [Med-Fi Prototype](#)
- [Slides](#)
- [README](#)

## Presentation Slides Guidelines

The presentation should follow this outline with separate sections for the top-level items. Note that the slide numbers are just **suggestions**, so feel free to use more slides as needed or change the order.

### 1. Value Prop, Problem and Solution Overview (1 slide)

- a. If these are already solid, reuse them. Otherwise make recommended revisions.

### 2. Tasks (3 slides)

- a. 3 representative tasks to test your interface (labeled simple, medium, complex)

- b. Note any changes you've made from the tasks on the low-fi prototype assignment.

**3. Revised Interface Design (~6 slides)**

a. **Major Design Changes** - Present the 3 biggest changes between your low-fi sketches (from last week) and the new sketches of your updated interface that you started in studio. Show the **before** and **after** sketches and explain your **rationale** for making those changes.

b. **Medium-Fi Prototype Task Flows** - Present your 3 tasks as a series of storyboards of task flows (annotated screenshots from your medium-fi prototype, arrows between screens, etc.)

**4. Prototype Overview (3 slides)**

a. Design/Prototyping Tools

- What tools did you use?
- How did the tools help? (what was easy)
- How did the tools not help? (what was hard)

b. Limitations/tradeoffs of the current prototype (what was left out of the prototype & why)

c. Any Wizard of Oz techniques required to make it work

d. Hard-coded features and why required

**5. Any additional prototype screenshots (as many as needed)**

**\* Since CAs will be grading the slides without you speaking to them directly, please include as much clarification as you need in the slide notes to make it easy for your CA to understand what you did and why.**

**Prototype Grading Criteria (Group)**

\_\_\_ **Quality of interface implementation** of the medium-fi prototype (85 points total)

Is the prototype of proper fidelity and detail? (20 points)

Can the user to accomplish your 3 tasks easily? (30 points)

Does the prototype fit the constraints of the target platform (15 points)

Is the prototype aesthetically pleasing? (20 points)

\_\_\_ Does the **README file summarize** any limitations or any other details needed to run it? Does the README account for all Wizard of Oz techniques used and hard-coded items? (15 points)

**Presentation Slides Grading Criteria (Group)**

The slides will be graded as a group grade for the presentation of the medium-fi prototype and design changes. Note that you should **use images liberally** and try to keep the text on the slides brief (but take full advantage of explaining things in more detail in the slide notes).

\_\_\_ Representative Tasks (20 points)

Did they provide adequate **coverage** of the product functionality?

Were the tasks real, **complete tasks** or fragmented? Were any **changes** from low-fi tasks described adequately?

\_\_\_ Revised Interface Design and Medium-fi Prototype (60 points total)

- Were the sketched **UI revisions clear**? Did you **compare** your old and new interfaces, identifying problems and solutions (appropriately annotated or highlighted)? (20 points)
- Did your UI revisions **clearly address feedback** from low-fi testing, studio, and your CA and give **rationale** for the changes? (20 points)
- Do the medium-fi storyboard screenshots **flow together** well in accomplishing your tasks? Is it clear how an action on one screen would lead the user to the next to accomplish the task? (20 points)

\_\_\_ Tools (20 points)

- Were **appropriate tools** used & explained?
- Were **tradeoffs** to using the tool discussed?
- If **Wizard of Oz** techniques used, were they **clearly explained**?