

# Interactive Medium-Fi Prototype

**Checkpoint: Start of Thu/Fri studio (Nov 2-3)**

**Due: Mon, Nov 6 @ 5 PM**

## Goals

Learn how to build medium-fidelity, interactive prototypes using a graphical design tool.

Understand the tradeoffs compared to low-fi prototyping.

## Assignment Overview

- 1. Sketch revisions of your low-fi task flows based on testing results and CA feedback.**  
Include images of these sketches in your deliverable. This is also an opportunity to revise or add to your tasks if some were sub tasks or the 3 you chose do not cover your intended functionality. If you want to change your tasks, check in with your CA first.
- 2. Create an interactive prototype of your application using a graphical design tool.** We recommend Figma, but you could also use Sketch, Marvel, Invision or some combination of these. You might also require a different tool depending on your modality (e.g. AR/VR). If this is the case for your team, discuss with your CA first before moving forward.
- 3. Make sure your work is accessible to an external evaluator.** Other studio members will conduct a heuristic evaluation on your med-fi prototype for A7. Be sure your evaluator is able to access the prototype from your website and provide them with adequate context and instructions in the README. Add details and context needed to run and operate your prototype. When would someone use your app? What should a user be able to accomplish in this prototype? What tools did you use? What are the limitations?
- 4. Present at least one finished task flow** to an outside expert at your checkpoint studio.

## Prototype Expectations

- Should cover all relevant task flows for your application
- Should respect the target device constraints (e.g., device size, controls/widgets, etc.)
- Clear emphasis on visual design aspects (e.g., color, grids, whitespace, etc.)
- Should address many of the limitations of your low-fi prototype
- 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 3 tasks.
- Focus on user experience, visual, and interaction design details instead of the completeness of the underlying implementation

## Presentation Guidelines

In the studio checkpoint, one team member will present parts 1-4 of the content below as well as at least one full task flow. There will be 5 minutes for the presentation and 10 minutes for

questions and feedback from outside experts. This presentation will not count towards an individual presentation grade.

By Monday, upload your full slide deck with all expected content. Make sure to include clarifications as needed in the slide notes. You can also create an appendix of extra slides with additional information; however, the total number of slides should not exceed 40.

### **Expected Content**

1. Title, value prop
2. Problem/solution overview
3. Values in design
  - a. Define the values you intend to encode in your product
  - b. Which design features or decisions express these values?
  - c. Do any value tensions arise as a consequence of your design decisions?
4. Tasks
  - a. Labeled simple, moderate, or complex
  - b. Note any changes you made from the tasks in Assignment 5
5. Usability goals & key measurements
  - a. 2 usability goals and 2 key measurements identified in Assignment 5
  - b. How is your product progressing towards hitting these goals?
6. Revised interface sketches
  - a. Major changes – 3 biggest changes between original and revised sketches
  - b. How will these changes aid in progressing forward with your usability goals?
  - c. Rationale based on low-fi testing results, studio feedback, user needs, etc.
  - d. Before and after comparisons
  - e. If you have more than 3 changes you want to show, add the rest to the appendix
7. Medium-fi task flows
  - a. 1 task flow per task
  - b. Annotated screenshots from your medium-fi prototype (arrows indicating transitions, relevant labeling, captioning, etc.)
8. Prototype implementation
  - a. Tools: What did you use? Pros and cons of using this tool(s)?
  - b. Limitations: What was left out? Why?
  - c. Hard-coded and Wizard-of-Oz features
9. Appendix / Link to Figma

### **Deliverables**

In addition to uploading these deliverables to a subdirectory titled “Assignment 6” in your team’s Google Drive folder, they must also each be made available publicly on your project website as other studio members will need to access your work for Assignment 7.

#### **1. Checkpoint Presentation (due Thu/Fri Studio Nov. 2-3)**

Present items 1-4 above on the presentation outline as well as one full task flow.

**2. Med-fi Prototype (due Mon 11/6)**

Link to an executable version of your prototype in Figma, etc.

**3. README file (due Mon 11/6)**

PDF linked on website. Google Doc in your team's Google Drive folder.

**4. Presentation (due Mon 11/6)**

Google Slides deck and PDF linked on website. Google Slides version in folder.

## Examples

*Note: this assignment has been modified, so these examples are not perfect mappings to the deliverables; however, much of the quality of the work stands.*

house: [Medium-Fi Prototype](#), [Slides](#), [README](#)

DOHO: [Medium-Fi Prototype](#), [Slides](#), [README](#)

Collide: [Medium-Fi Prototype](#), [Slides](#), [README](#)

noms: [Medium-Fi Prototype](#), [Slides](#), [README](#)

Sprout: [Medium-Fi Prototype](#), [Slides](#), [README](#)

Off: [Medium-Fi Prototype](#), [Slides](#), [README](#)

Envio: [Medium-Fi Prototype](#), [Slides](#), [README](#)

## Grading Criteria

Grading is broken into 2 components: 1) a grade for the prototype and its corresponding README file and 2) a grade for the slide deck content explaining your process.

### Prototype (100 pts)

#### Checkpoint (20)

\_\_\_ At least 1 task flow fully implemented by the deadline

#### Quality of UI (65)

\_\_\_ Prototype is of proper fidelity and detail

\_\_\_ User can accomplish the 3 tasks easily

\_\_\_ Fits the constraints of the target platform

\_\_\_ Strong and consistent visual design

#### README (15)

\_\_\_ Includes details and context needed to run and operate your prototype

\_\_\_ Describes tools used to build the prototype

\_\_\_ Outlines limitations, Wizard of Oz techniques, and hard-coded items explaining why those techniques and choices were necessary and appropriate

### Slides (100 pts)

#### Representative tasks (20)

CS 147 Autumn 2023 website

<https://hci.stanford.edu/courses/cs147/2023/au/>

- \_\_\_ Provide complete coverage of the product functionality
- \_\_\_ Real, complete tasks; any changes since the prior assignment are explained clearly

*Revised interface design (30)*

- \_\_\_ Sketched UI revisions are clear; adequately compares old and new designs
- \_\_\_ Assesses how well the design hits the 2 key goals and 2 key measurements and identifies changes that need to be made to further progress
- \_\_\_ Changes clearly address feedback from testing, studio, CA, etc.

*Medium-fi task flows (20)*

- \_\_\_ Complete and logical flows to accomplish each task
- \_\_\_ Screens and transitions are properly labeled, captioned, annotated, etc.

*Values encoded (15)*

- \_\_\_ Values encoded are precisely defined
- \_\_\_ Design features that express these values are clearly identified
- \_\_\_ Explains any conflicts that may arise between values

*Tools used (15)*

- \_\_\_ Appropriate tools used & explained
- \_\_\_ Pros and cons of tool(s) are discussed
- \_\_\_ Limitations, Wizard of Oz, and hard coded items are clearly explained