

Interactive Medium-Fi Prototype

Checkpoint: Start of Thu/Fri studio (Oct 30 - 31)

Due: Mon, Nov 3 @ 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 (to be provided both in-studio and in your studio Slack channel).** 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. Remember that tasks should represent user goals, not features for achieving the goal. 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 (check out the Figma workshop ([slides](#), [recording](#)) and the upcoming Design Systems workshop on Monday 10/27 for some useful tips!), 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 for approval 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. In the README, provide adequate context about your app and instructions needed to run and operate your prototype. See the “README Expectations” section below.
- 4. Demo at least one fully finished med-fi task flow** to an outside expert during your checkpoint studio.

Prototype Expectations

- Should cover **all relevant task flows** for your application. The task flows should feel complete (i.e., no missing UI elements, no ambiguity) and easy to accomplish. The start and end points of each task should be clear, and the user should be able to tell when they’ve succeeded.
- Should respect the **target device constraints** (e.g., correct dimensions for device, interactions can all be done within device constraints).. UI elements and typography should be appropriately sized. Take a look at [font sizes](#) for Apple devices. Include screen elements based on the device type (e.g., iPhone apps include the top and bottom nav).
- Clear emphasis on visual design aspects including appropriate font choice and consistent & strategic usage of color palettes. Take a look at the [Gestalt Principles of Design](#) – scroll

to the bottom for great UI examples! For exceptional visual design, consider meeting accessibility standards as discussed in lecture; using consistent margins; properly aligning items; using consistent iconography; and using high-quality imagery.

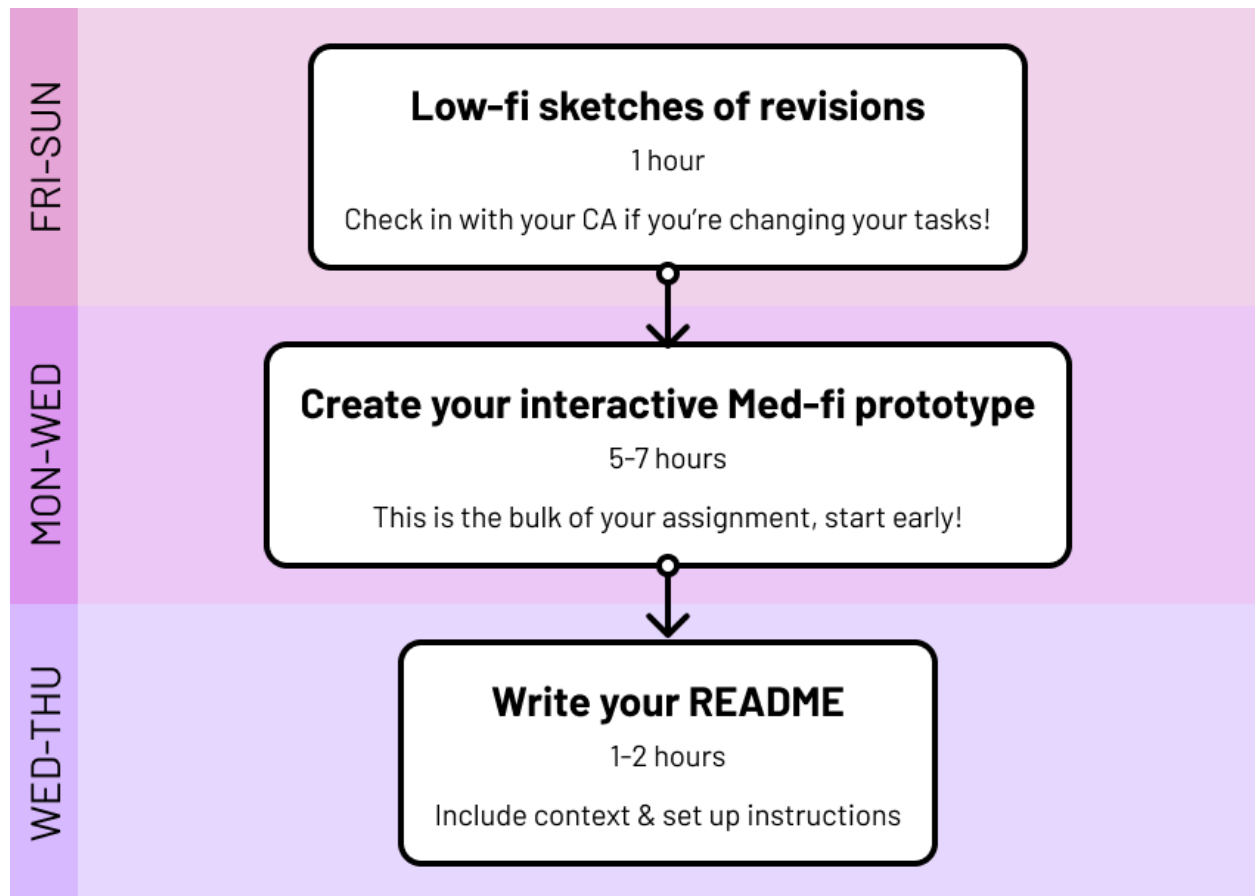
- Should **address many of the limitations** of your low-fi prototype.
- Underlying functionality does NOT have to be fully implemented. For example, applications requiring large databases of information or social networks can instead have a sufficient number of hard-coded data points and/or Wizard of Oz techniques for supporting the 3 tasks.
- Focus on user **experience, visual, and interaction** design details instead of the completeness of the underlying implementation.
- Should feel like something you could give to an engineer to start developing. In other words, all UI elements should be accounted for and all necessary interactions should be fully designed.

README File Expectations

The README file should include:

- How to access & set up the prototype for testing
- The type of device the prototype should be run on
- Context for the prototype: when is the app used? What should a user be able to accomplish?
- How to run/operate the prototype
- Description of the tools used to build the prototype
- Summary of limitations with an explanation of why these limitations were necessary
 - Description of all the Wizard of Oz techniques used
 - Description of all the hard coded items
- Images as needed to explain the setup or other important aspects of the prototype

Suggested Timeline



Presentation Guidelines

In the studio checkpoint, one team member will present parts 1-4 of the content below as well as demoing 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 at least one value you intend to encode in your product, including a clear definition of what this value means in-context

- b. Which design features or decisions express these values? How does the feature/decision express this value? There should be at least 1 corresponding design feature per value.
 - c. Do any value tensions arise as a consequence of your design decisions? How can these tensions be addressed?
 4. Tasks
 - a. Labeled simple, moderate, or complex with justification
 - b. Note any changes you made from the tasks in Assignment 5
 5. Usability goals & key measurements
 - a. Progress against the 2 usability goals and 2 key measurements identified in Assignment 5 given the sketched revisions. Include relevant data/evidence.
 - b. What changes need to be made to better hit these goals? Justify how these changes will better hit key goals and measurements.
 6. Revised interface sketches (note: sketched revisions are separate from med-fi)
 - 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. Explain how the changes address issues identified from low-fi testing results, studio feedback, user needs, etc. Include evidence to back up the changes made.
 - d. Before and after comparisons with annotations and labels as needed
 - 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, labeling each screen and other relevant UI elements, overlays, state changes, captioning, etc.). Make sure the task flows represent how the flow should go when testing it in real life, not how it's implemented in Figma.
 8. Prototype implementation
 - a. Tools: What did you use? Pros and cons of using this tool(s)?
 - b. Why the pros/cons tradeoff was acceptable for your implementation
 - c. Limitations of the prototype: What was left out? Why?
 - d. Hard-coded and Wizard-of-Oz features
 - e. What was the impact of these limitations on the user experience?
 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 5-min Presentation (due Thu/Fri Studio 10/30 - 31)

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

2. Med-fi Prototype (due Mon 11/3 @ 5 PM)

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

3. README file (due Mon 11/3 @ 5 PM)

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

4. Slide Deck (due Mon 11/3 @ 5 PM)

Google Slides deck and PDF linked on website. Google Slides version in folder. This deck will not be presented, and is just used for grading purposes.

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.

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

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

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

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

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](#)

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)

- ___ 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