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

Due: Thursday, February 4, 2016

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 may not be able to implement everything, but try to do what you can by priority of importance to your user experience. The next assignment will be a field usability study, so make sure you have implemented what is necessary to pull that off.

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 (for iOS native apps, think about using TestFlight). 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 **five**-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 5 minutes for this presentation plus up to 3 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.

Talk Outline (all points must be covered):
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. 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?)
4. Task Flows
   - Task Flows for 3 tasks
        i. Slowly step through execution of each task with the new UI
5. 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?

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

Group grade (GROUP NAME: _____)

- 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?
- Task Flows
    - 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?