

Reflections on Ideating and Prototyping

We did brainstorming via sketching. This was a new type of activity for most of our group as we don't come from an art or design background. Initially there was a bit of a block as we wondered what we should be sketching. How the app is used? What the layout should be? In the end we learned that there is no 'right' way to brainstorm and that we should let our minds roam free and do many sketches of all aspects of the design.

The task walkthroughs were a useful way to identify problems in the design once we had identified which tasks we wanted our app to allow the user to complete. For example, we identified a couple of places where we need to make a tradeoff between having more options on one screen (could be cluttered or overwhelming) or have a series of screens with nested options (could be confusing).

The lo-fi prototyping was an enjoyable process and Balsamiq was very easy to use so we didn't run into too many problems. However, we should have had a clearer idea of how we wanted the app to be laid out and flow before starting in Balsamiq. Seeing it in Balsamiq did help us refine out ideas though.