

# Handout for Example Classes 4 and 5

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## Overview

At the end of example classes 1 and 2, you should have already sketched a lo-fi prototype of your design, while you will receive. As a recap, the lo-fi prototyping stage is where you would have explored different design possibilities on a broad scale and made major design decisions. You will also have received (or will be receiving) feedback from your example class 3 reviewer.

For example classes 4 and 5, you will move on to refine your lo-fi design ideas by creating a hi-fi prototype. The hi-fi prototype should evoke a much clearer mental idea for the tester (or assessor) what your proposed user interface will be like.

Once again, to stress the fundamental guiding vision for prototyping in general:

*Convey, as best you can, the experience of using your proposed user interface.*

## Tasks

You are to create a hi-fi prototype for your user interface design by making use of Microsoft PowerPoint (preferably version 2010 or later). You are allowed to make use of the drawing features as well as the animation features.

There are three main aspects that you should consider implementing in your hi-fi prototype:

1. **Static appearances.** This is the base-level aspect for your hi-fi prototype. You should carefully draw out the visual appearance of each major mode of your interface, paying attention to finer aesthetic details that were irrelevant or unimportant in lo-fi prototyping.
2. **Simulations.** You can simulate basic mouse-click interactions by defining clickable shapes and illustrate what will happen when these shapes are clicked. These can be done through animations triggered by clicking on respective shapes. Click-triggered animation is a feature available on PowerPoint. For example, it is fairly straightforward to simulate an interaction in which clicking on a button shows a pop-up information box.
3. **Enactments.** For more complex interactions such as text entry, sliding or drag-and-drop, such interactions are difficult or impossible to simulate in PowerPoint. You can instead *enact* certain fixed scenarios. For example, you can define a fake text-entry box as a clickable hotspot. When the hotspot is clicked, an animation appears showing a specific (and fixed) text being entered, followed by an animation showing what happens next (e.g. a post appearing in a discussion thread).

**Annotations.** In all cases, you are welcome to animate **annotations** of the prototype as well. For example, in an enactment or simulation, you can have annotation appearing midway through the animation to further clarify what is going on.

### Restrictions

- You are **not** allowed to implement macros or more complex forms of scripting or programming, such as those in Visual Basic. You are **not** allowed to use video files.
- **On Generative AI:**
  - You are **not allowed** to use Generative AI to automatically convert your lo-fi sketch into a hi-fi prototype.
  - You are allowed to use GenAI to produce relevant images, including images for icons and logos.

### Deliverables

You are to submit the following:

1. A Microsoft PowerPoint file containing your hi-fi prototype.
  - The use of a PowerPoint 2010 (or later) formatted PPTX file is strongly recommended.
  - Please try to avoid conversion from alternative software, such as Keynote or Impress, as the results are usually very poor.
  - If you have a real problem following the above points, please discuss with your lab supervisor.
2. *Optionally* an instructional file in Microsoft Word or Adobe PDF format. It should not be more than 1 A4 page, describing any special instructions with regards to simulations and/or enactments. For example, you may wish to point out where and which hotspots in your prototype will trigger simulations and enactments.
3. On your submission (e.g., in the first page of your PPT file) you must state: Your own name, seat number and your SC3061 / CZ2004 lab group; and, the name and seat number of the student who reviewed your lo-fi prototype during Example Class 3.

Details of the deliverables submission procedure are provided at the end of the document.

### Important Note on Copyright Material

Avoid the use of any copyright material unless such use has been explicitly allowed by the copyright owner. Hence **do not include logos, or icons, or diagrams that are tied to specific companies, applications, operating systems or devices**. You may use material that are either public domain or have a *Creative Commons* license (note the variation on restrictions though), but you should cite your sources by listing the URLs of your sources in the Notes part of your PowerPoint slide. **If you use Gen AI to produce such content**, please also indicate this in the Notes section.

## Assessment Procedure

The assessor will open your PowerPoint file, disable all macros, and then run your file in presentation mode. He or she will inspect and explore your user interface, guided by your instructional file if available.

## Assessment Criteria

1. **Correspondence** (40%). How well does your hi-fi prototype relate to the original intention of your lo-fi prototype? Generally, the hi-fi prototype is for making finer design decisions, especially in light of your review from example class 3. However, you should not be making major design changes from those of your lo-fi prototype.
2. **Aesthetics** (30%). How nice does your interface look? How good is the expected experience of using your interface? This will be a subjective assessment.
3. **Comprehensiveness** (30%). How many features of your interface are simulated or enacted? How realistic are your simulations and enactments?

Additionally, please recall that the hi-fi prototype overall has *lower* weightage in assessment as compared to the lo-fi prototype.

## Deliverables Submission Procedure

Once you are ready for submission, you should rename your PowerPoint file (and likewise your document file) using the following convention:

*GRP<sub>x</sub>-Full\_name.pptx*

where *GRP<sub>x</sub>* is your lab group code (e.g. FS5); for example, "FS5-Ang\_Boey\_Choo\_Dora.pptx".

Next, go to the SC3061 / CZ2004 NTUlearn site. In the Assignments folder, you should find the assignment item that is specific to your lab group, e.g. "HiFi-FS5".

Click on the assignment item, and you should get to an assignment form that allows you to attach files. Scroll down until you get to the "Attach File" row, where you can click on "Browse My Computer" to select your files. Please note you can attach multiple files by repeating the "Browse My Computer" procedure, so this would be how you will attach your two files.

Then scroll to the bottom of the page, and click on "Submit". You are allowed to do any number of submission attempts, and the assessors will only look at your last attempt.

The deadline for your assignment submission is **one week after your Example Class 5, at 11.59pm**. If you are late in submission, your entry will be automatically flagged as late, and there will be marks deducted.