

CS361: Assignment 3: UI Design with the Inclusivity Heuristics (for Milestone #1)

# Overview

Part 2 of your plan for Milestone #1: Design the UI for the implementation you will do during Sprint 1. This is NOT required to be graphical (e.g., could be text-based). Remember your Milestone #1 Main Program implementation must offer value to users!

# Instructions

Complete each item below by replacing the highlighted text (**Usability note**: double-click the text to select it).

Create a **sitemap diagram**, **wireframe**, and **paper prototype** of Milestone #1’s UI design.

The user interface does NOT have to be graphical. It can be text-based, speech-controlled, etc.

You can change your design later if you want to.

This assignment has four parts:

* Part 1: Sitemap Diagram (high-level structure of UI design)
* Part 2: Wireframe (placeholder design components added to sitemap diagram)
* Part 3: Paper Prototype (all content added to wireframe)
* Part 4: Inclusivity Heuristics Justification (convince your grader that your paper prototype reflects each and every heuristic)

# Part 1 – Sitemap Diagram

First, create your sitemap diagram. A sitemap diagram communicates the high-level structure of your UI screens/views (or, if your UI doesn’t have screens or views, it could instead communicate its different states). It should include every screen / user-facing view and how they connect. It should not include lower-level details such as UI design components or content.

1. Paste **scan(s) / photo(s) / screenshot(s)** of your **sitemap diagram** below.

|  |
| --- |
| *MultipleImages* |

# Part 2 – Wireframe

Next create the wireframe. You’ll now expand on your sitemap diagram to include design components that users may interact with and placeholders for content that will be added. This should also include every screen / user-facing view.

1. Paste **scan(s) / photo(s) / screenshot(s)** of your **wireframe** below.

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| *MultipleImages* |

# Part 3 – Paper Prototype

Now that you’ve created your sitemap diagram and wireframe, you should have a good idea of what information you’ll need to include and how a user might interact with your project. Next, create your paper prototype by filling in all content. There should not be any placeholders at this step.

**Low to medium-fidelity** is acceptable and appropriate. Your prototype should include EVERYTHING you plan to implement for your Main Program. Every screen, every prompt, every line of text, etc.

**Requirements for paper prototype:**

* Includes **every** screen / **user-facing view** that you plan to implement during Sprint 1.
* Every screen / user-facing view is **complete**, showing all you plan to implement for your Main Program. No placeholder boxes or squiggly lines. No links that go nowhere. No references to commands/screens/etc. that won’t be implemented during Sprint 1.
  + *Reminder*: Your Main Program will need to be a working piece of software that offers value to users; it cannot be partially-working or incomplete. Therefore, your paper prototype must also be complete and appear to depict software that offers value to users.
* Uses **annotations** or **unique IDs** to indicate where each heuristic is **correctly reflected** in the paper prototype. These IDs will need to be included in Part 4. (Ex: if a button reflects a heuristic, put an arrow next to it and write IH#n and a unique ID. For the unique ID you can use something such as P4.2, indicating page 4 and the 2nd heuristic shown on that page).
* Must **reflect each Inclusivity Heuristic** in at least one way.
* Must have **no obvious violations of the Inclusivity Heuristics**. Graders will look at your work but won’t spend all day scrutinizing it!

Paste **scan(s) / photo(s) / screenshot(s)** of your **paper prototype** below.

|  |
| --- |
| *MultipleImages* |

# Part 4 – Inclusivity Heuristics Justification

How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)

In your explanation include your unique IDs to indicate where in your paper prototype each Inclusivity Heuristic is reflected. If a unique ID is missing from an explanation, your grader will assume what you described is not part of your design and will deduct points accordingly.

* **How your design correctly reflects heuristic 1 (“Explain (to users) the *benefits* of using new and existing features”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 2 (“Explain (to users) the *costs* of using new and existing features”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 3 (“Let people gather as much information as they want, and no more than they want”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 4 (“Keep familiar features available”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 5 (“Make undo/redo and backtracking available”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 6 (“Provide an explicit path through the task”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 7 (“Provide ways to try out different approaches”):** *OneOrMoreSentence*
* **How your design correctly reflects heuristic 8 (“Encourage tinkerers to tinker mindfully”):** *OneOrMoreSentence*

Now that you have a plan, begin implementation!

# Submission

PDF or Word format via Canvas.

# Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment.

# Questions?

Please ask via Ed so that others can benefit from the answer.