GDP3 (Parts I & II): Group Prototypes [10 pts]

Overview:
The purpose of this two-step assignment is to create low and high fidelity prototypes for your designs and simulate as best as possible the process of rapid design prototyping.

Each assignment must be in 12 point font, single-spaced and have the following pages (in addition to the specific deliverables outlined for Part I and Part II below):

Title page:

- Team name
- Team members' names
- Course number & name
- Assignment number & name
- Assignment due date

Individual Contributions Breakdown (2nd page):

Each student should provide an itemized list of their own contributions to the components of the particular deliverable. If several students contributed to the same component, quantify, as a percentage, each student's contribution to this component. Provide also a short description of your own contribution within that component.

GDP3 Part I

LOW-FIDELITY PROTOTYPE:

1. Using storyboarding, sketching, or index cards, create a low fidelity prototype for your system design. Your prototypes should:
    a. Meets the needs identified in the user needs and requirements analysis
    b. Clearly (though not neatly) depict the key elements of the design
    c. Include **all screens/steps** needed to complete the intended tasks
        i. ***IMPORTANT***: Explain/annotate each screen (sequence of screens needs to be clear, number them if needed; give each screen a title; point to all the features and functionalities and briefly say what they are) so it is clear what the user should do.
2. Scan or photograph the marked and annotated low fidelity prototypes and compile into a single document.

HIGH-FIDELITY PROTOTYPE:

3. Using Balsamiq or another prototyping software, create a high fidelity prototype for your system design, building off of your low-fidelity prototypes. Your prototypes should:
    a. Be created using prototyping software
    b. Clearly depict the key elements of the design
    c. Include **all screens/steps** needed to complete the intended tasks
        i. ***IMPORTANT***: Explain/annotate each screen (sequence of screens needs to be clear, number them if needed; give each screen a title; point to all the features and functionalities and briefly say what they are) so it is clear what the user should do.
    d. Show a clear evolution from the low fidelity group prototype (i.e., your high fidelity prototypes should be semi-functioning, more advanced in terms of the graphic design, and interactive)
    e. Adhere to best HCI design practices
4. Deliverable (one PDF file): include screenshots of each screen of your high fidelity prototype on a separate page (ensure annotations are included and are clearly visible) in the same document containing the images of your low fidelity prototype. Save your document as a PDF file and submit through Blackboard.

GDP3 Part II

Overview

To simulate the rapid prototyping process that is typical of real-world design scenarios, you will be submitting revised high-fidelity prototypes the week after design critiques in which you will implement the changes based on feedback.

HIGH-FIDELITY PROTOTYPES:

1. Using the feedback you received in class during design critiques, revise your high fidelity prototypes:
    a. Continue to use prototyping software
    b. Continue to include all screens needed to complete the intended tasks and explain/annotate each screen
    c. On a separate page, provide the list of all changes you have made based on feedback you received during design critiques
    d. Continue to adhere to best HCI design practices.

2. Deliverable: a PDF file with your revised high fidelity prototype submitted through Blackboard.

Rubric for GDP3 Part I & GDP3 Part II

Low Fidelity prototype

- Meets the needs identified in the user needs and requirements analysis
- Clearly (though not neatly) depicts the key elements of the design
- Includes all screens needed to complete the intended tasks
- Adheres to best HCI design practices

High Fidelity prototype

- Created using prototyping software
- Clearly depicts the key elements of the design
- Includes all screens needed to complete the intended tasks
- Shows an evolution from the low fidelity group prototype
- Shows an evolution from the initial high fidelity prototype submitted in Part I
- Adheres to best HCI design practices