Oregon State University
Ecampus

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).

Instructions

Complete each item below by replacing the <mark>highlighted text</mark> (**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.
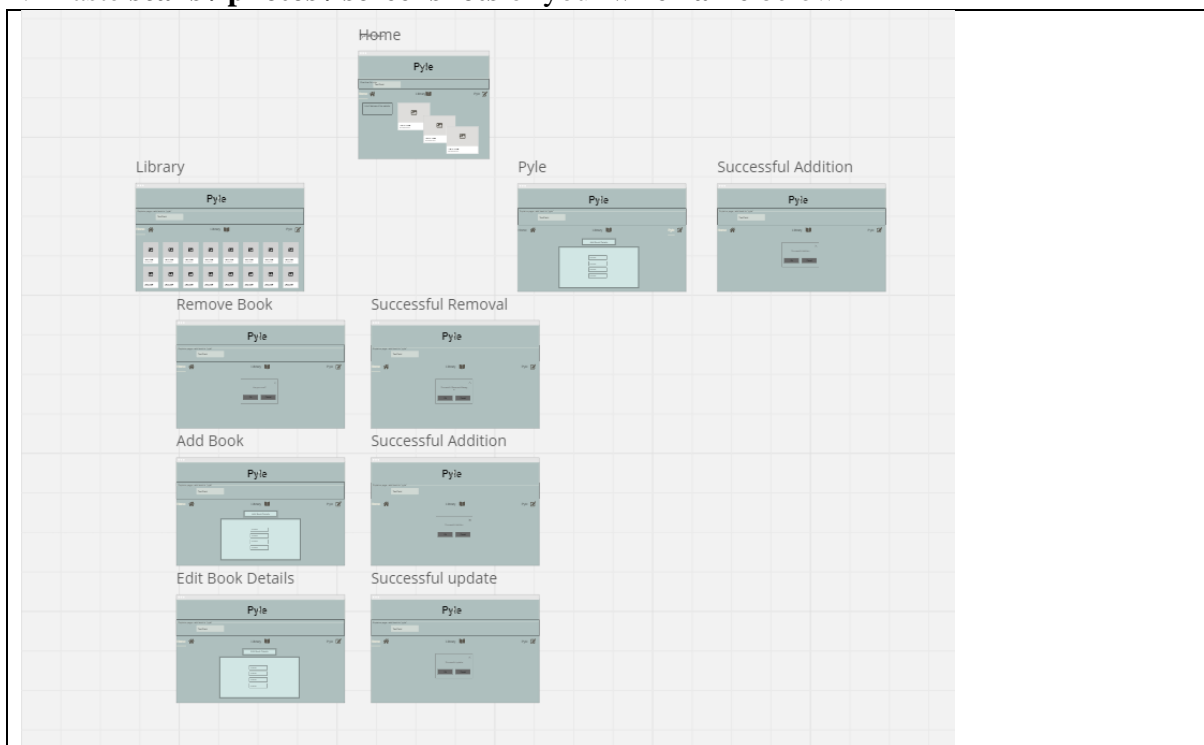
1. Paste **scans / photos / screenshots** of your **sitemap diagram** below.

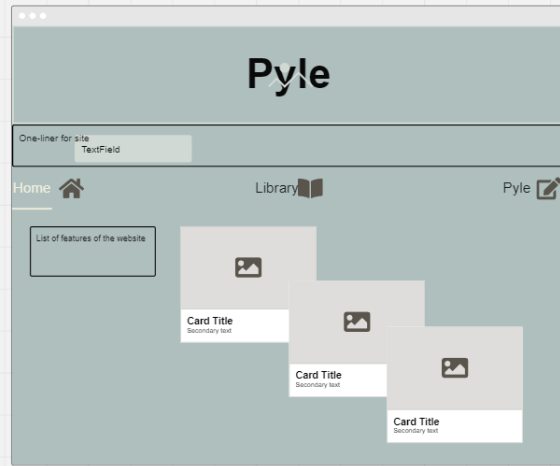"Pile" Sitemap
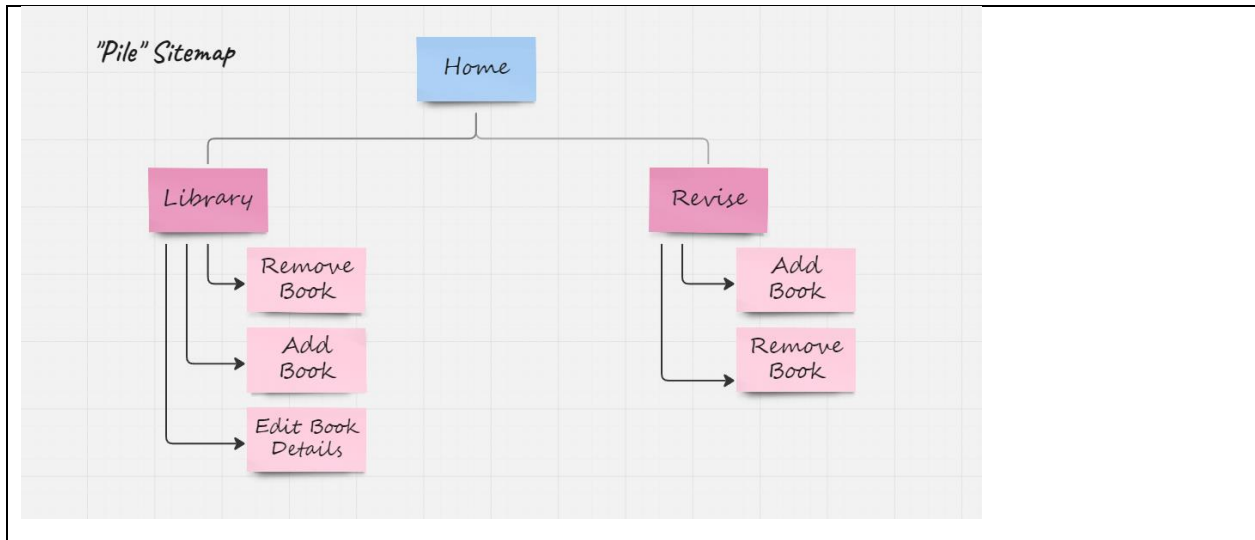
Part 2 – Wireframe

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.

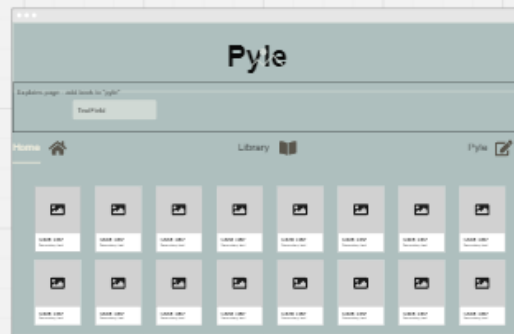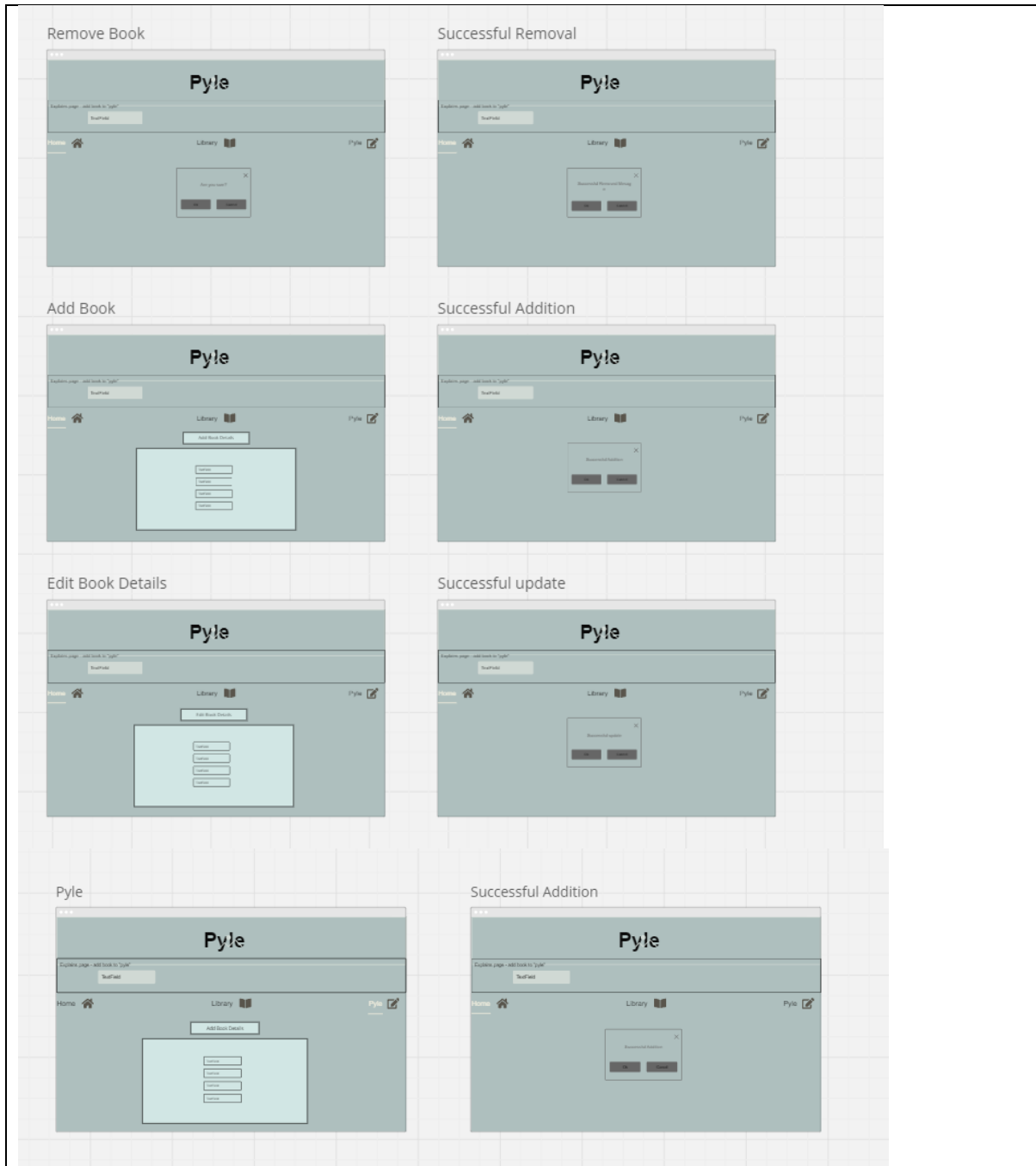1. Paste **scans / photos / screenshots** of your **wireframe** below.

"Pyle" Wireframe

Home

Pyle

One-liner for site
TextField

Home 🏠   Library 📖   Pyle ✏️

List of features of the website

🖼️

Card Title
Secondary text

🖼️

Card Title
Secondary text

🖼️

Card Title
Secondary text

Library

Pyle

Explore page - add book to "pyle"
TextField

Home 🏠   Library 📖   Pyle ✏️

🖼️
USER LIST
Secondary text

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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 **scans / photos / screenshots** of your **paper prototype** below.
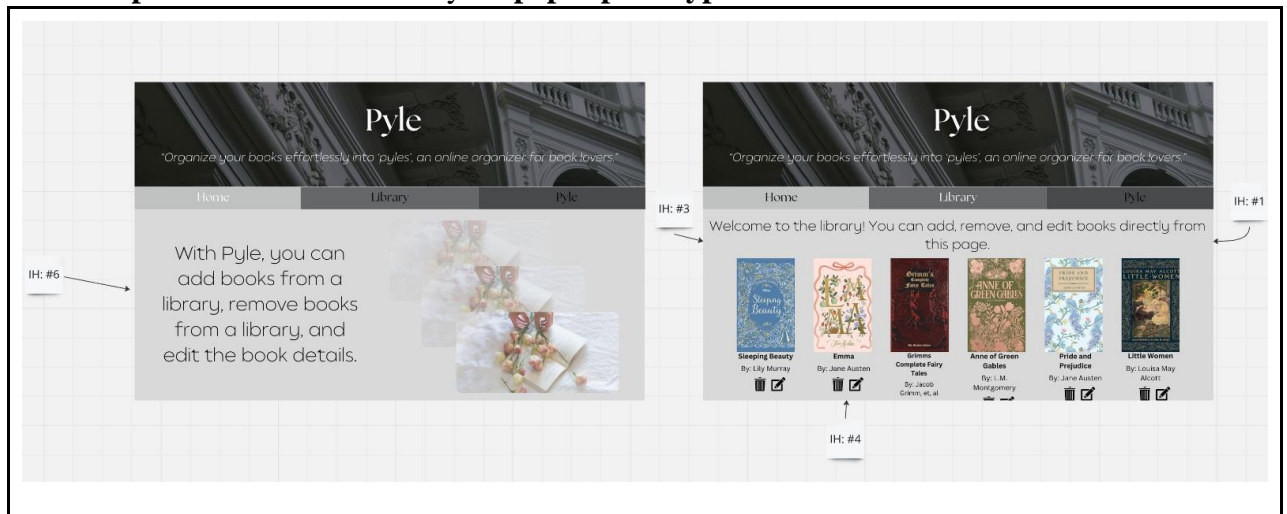
Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Fill out the form below and click the button to add a book to the library.

Add Book Details

Title*
Author*
Publisher :
Main Genre :
Language :
Date Started :
Date Ended :

Submit

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Fill out the form below and click the button to add a book to the library.

Your book has been successfully added to the library.

Date Ended

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Edit the form below to update book details.

Edit Book Details

Title*
Author*
Publisher :
Main Genre :
Language :
Date Started :
Date Ended :

Submit

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Edit the form below to update book details.

Your book has been successfully updated.

Date Ended

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Welcome to the library! You can add, remove, and edit books directly from

IH: #2

Are you sure you want to delete Pride and Prejudice? This cannot be undone.

No   Delete

Sleeping Beauty
By: Lily Murray

By: Jacob Grimm, et, al

By: L.M. Montgomery

By: Jane Austen

Little Women
By: Louisa May Alcott

IH: #5   IH: #8

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Welcome to the library! You can add, remove, and edit books directly from

Your book as been successfully removed from the library.

Sleeping Beauty
By: Lily Murray

By: Jacob Grimm, et, al

By: L.M. Montgomery

By: Jane Austen

Little Women
By: Louisa May Alcott

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Fill out the form below to pyle another book to the library.

IH: #7

Add Book Details

Title*
Author*
Publisher :
Main Genre :
Language :
Date Started :
Date Ended :

Submit

Pyle

"Organize your books effortlessly into 'pyles', an online organizer for book lovers."

| Home | Library | Pyle |

Fill out the form below to pyle another book to the library.

Your book has been successfully added to the library.

Date Ended

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"): When introduced to a new page, users will be given a short intro that explains the purpose and functions of the page.**

- **How your design correctly reflects heuristic 2 ("Explain (to users) the *costs* of using new and existing features"): Users will be directed to a pop up as selecting to delete a book to ensure that they want to delete the book from the library. The user is also being informed that by deleting the book, it cannot be undone.**

- **How your design correctly reflects heuristic 3 ("Let people gather as much information as they want, and no more than they want"): This shows the users what features are on the page which allows them to click on the correct tool to bring them to another page to use the function of the tools.**

- **How your design correctly reflects heuristic 4 ("Keep familiar features available"): Keeping features similar like the delete icon is a trash can and the edit icon is a paper and pen which will allow users to easily locate the icon and know what it is used for.**

- **How your design correctly reflects heuristic 5 ("Make undo/redo and backtracking available"): Allowing users the option to delete their book or go back/cancel the action with the "no" button will allow them to easily go back to the original screen if a mistake was made.**

- **How your design correctly reflects heuristic 6 ("Provide an explicit path through the task"): The home/welcome page gives a short description of the features of the website and names the features in order that they might be used for the user.**

- **How your design correctly reflects heuristic 7 ("Provide ways to try out different approaches"): Users will be required to input the title and the author of every book but they will have the opportunity to add additional details such as the main genre, language, and publisher.**

- **How your design correctly reflects heuristic 8 ("Encourage tinkerers to tinker mindfully"): Users will be given a warning that the current action cannot be undone once completed. If they clicked on accident, then they will have the option to go back and will be more encouraged to be careful when clicking around.**

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.