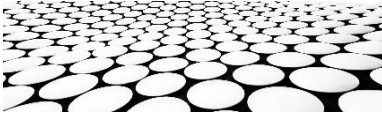


SEG3125 User Interface
Design and Analysis



PROJECT 2 - *Site of your choice*

Step 3 – High-fidelity prototype (preliminary version)



GOALS

It is important that you first understand the idea of the project as a whole. So, please first read the following document which gives an overview of the project:

- [Summer2022-SEG3125-Project2-Overview.pdf](#)

The current document focuses on Step 3 of your project, in which you must implement in JavaScript, a High-Fidelity Interactive Prototype, which corresponds to an enhanced version of your mockups, taking into consideration the goals of different personas that were suggested by your peers. I will refer to this High-Fidelity Interactive Prototype as your Site UI, or simply as your UI in this document.

The purpose of this development step, is to:

- Continue learning about HTML/CSS/JavaScript, in particular React, as a very in-demand skill in web design industry,
- Continue in the process of User-Centered Design,
- Review visual and verbal communication principles, as well as human cognition principles,
- Reflect on all 10 heuristics from heuristic evaluation.
- Develop a first version of your high-fidelity prototype as to obtain feedback in the form of an Heuristic Evaluation in Step 4, allowing you to move toward a better final implementation in Step 5.



TUTORIALS / TECHNOLOGIES

To help you develop and host your web site/application, I provide links to various tutorials.

High-Fidelity Interactive Prototype

I strongly suggest to start on your learning for React, which will be mandatory in Step 5 (final implementation). I recommend, again, the Net Ninja video tutorials, [Full React Tutorial](#), I think he is really good. Also, to combine what you've learned in Project 1 (Bootstrap), you can look at [Bootstrap-React](#), which is an integration of Bootstrap for React. It is not mandatory, but it would be a good choice for your project.

For the current step 3, you can, if you want, only use Bootstrap (saw in Project 1) and then do your development using React later on. I do not recommend to differ the learning of React, but I offer it as a possibility.

Prototype Hosting

You can continue using Github pages to host your site. Some students have also used [Netlify](#) for Project 1, so that's certainly a good option as well. Here are some tutorials.

Github pages

- [Deploying a React App to Github pages](#)
- [How to deploy a routed React App to GitHub Pages](#)
- [Host React.js App for FREE in 5 mins with GitHub Pages](#) (video)

Netlify

- [How to Deploy a React Router-Based Application to Netlify](#)
- [How to deploy React Apps in less than 30 Seconds](#) (Netlify Blog)



REQUIREMENTS

1. Generate a high-fidelity interactive prototype (preliminary version)

ATTENTION: Later, in Step 5, for the final version of your site, it will be required that your UI development be using JavaScript React. The current step can be done differently if you prefer, but I encourage you to start right away with React.

So far you have created mockups for which you have received general feedback, as well as requests from 3 personas who have particular goals.

Your UI should :

- a. Implement (with navigation and interaction) your original mockups adapted to take into consideration the general feedback obtained, so keeping the positive elements highlighted, and changing a few negative aspects pointed out by the reviewers.*
- b. Include additional elements allowing at least two out of the three personas suggested by your peers to achieve their goal. These goals were supposed to correspond to interactive processes not already in your design. You should therefore include these 2 new processes.**
- c. Show a particular attention to the inclusion of elements in your design that are in line with everything we've learned so far in this course (goal-oriented interactions, visual communication, verbal communication, human cognition).
- d. Show the beginning of a reflection on how to make your design in line with the 10 usability heuristics.

PLEASE NOTE:

**It is possible that given the comments received, and the knowledge acquired through this module's videos, that you would like to change completely your design. That's fine. Nevertheless, requirements (b) and (c) above should be taken into consideration.*

***If the goals of the different personas suggested by your peers do not seem adequate, are missing or are not realistic, or do not require new interactive processes, please come up with additional goals yourself and make sure to explain this in your report.*

2. Host your prototype on a platform

Your website UI should be accessible to the public since your peers need to access it to perform their evaluation. If your site is password-protected, make sure to provide the password with your submission on peergrade.



SUBMISSION DEADLINE

- Submission: **Thursday, June 30th, noon**
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EVALUATION

- This step is worth 10% of your project.
 - At submission time, your design will not be evaluated by the TAs per se, but rather reviewed by your peers, during Step 4, with a full Heuristic Evaluation (see our Module 4 course material).
 - Your design does not have to be “perfect” for all heuristics, but at least start your reflection to include elements in line with the heuristics. Your colleagues, in Step 5, will help you to make it better.
 - The evaluation of this step will be performed by the TAs later as they do the overall evaluation of your project. You will be required to discuss this version in your final report for the TAs to understand it.
 - Make sure you save some screenshots of this version to later include in your final report. Make sure you also SAVE the link to this version for the TAs to access it from your final report.
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SUBMISSION CONTENT / PLATFORM

You must submit your high-fidelity interactive prototype on Peergrade.

- Provide a link to your website.
 - **Make your submission ANONYMOUS.** Do not include your name or student number anywhere. We want the peer review to be anonymous.
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QUESTIONS

- You can ask your questions within the Project topic of the discussion forum on Brightspace.
 - Also, please refer to the *TA-Consultation-Schedule.pdf* file where you can find which TA to write to (depending on your last name) and when zoom consultation hours are provided.
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