

FIT5152 Usability - S2 2023

Submission 2 - Storyboarding and Low-Fidelity Prototypes (25%, Group Work)

Overview

Designing and developing an application or website can be costly in terms of time and money. To avoid wasting a lot of these resources on a final product that does not meet the user's needs or has usability problems, it is worth creating storyboards and low-fidelity prototypes. Storyboards can help you understand the context in which a user might be interacting with your product, as well as their thoughts and emotional response to the interaction. Low-fidelity sketches of a prototype allow you to come up with a variety of design ideas quickly and cheaply, and refine them before putting a lot of work into a high-fidelity prototype.

Group Task

Having collected user data, performed analysis of this data and completed your personas, user stories and new requirements for Submission 1, you will use what you have learned to guide you through the process of creating storyboards and then developing some low-fidelity prototypes.

1. Storyboarding

Select 1 user story per group member from submission 1 (these can be from any group member's submission but should be user stories that were prioritized as either **Must** or **Should**) and create storyboards depicting the scenario of each story:

Produce **1 storyboard per group member** (one for each selected user story) using the [template from NNGroup](#). Make sure your storyboard:

- Illustrates the story of a given persona (name of the persona should be provided as part of the storyboard).
- Refers to a specific user story (the goal should be clear in the storyboard).
- There should be 4 to 6 frames drawn in the storyboard.
- Has a brief text description under each visual. These descriptions should be meaningful, considering users' emotions/thoughts.

In addition you are asked to consider accessibility and inclusivity via the Persona Spectrum for your storyboards. For this, **at least two of your storyboards should cater to people who have some sort of impairment or limitation (i.e. permanent, temporary or situational)**:

- These two storyboards must depict two different types of impairment or limitation (where the types are: permanent, temporary or situational).

Additional reading: <https://www.nngroup.com/articles/storyboards-visualize-ideas/>

Low fidelity prototype

Now you have a good understanding of your users, the problem you are trying to solve, and have created some storyboards to illustrate the requirements. Next you will produce some prototype screens of your proposed solution:

- Provide sketches of **2 low-fidelity prototype screens per group member**. The screens must show implementation of some acceptance criteria from the user stories you selected in the previous task. For example, (1) the app's "*Home*" screen, (2) a "*Volunteer Position Description*" screen, and so on. Assume the user is already logged in; do not sketch a sign-up/sign-in screen.

For this:

- List the acceptance criteria, using the Kanban format as practiced in the lecture and tutorials, for the user stories you chose for your storyboards.
- Sketch low-fidelity prototype designs of a set of screens which refer to the most important/relevant criteria to implement. A minimum of 3 acceptance criteria must be implemented per user story. Note that criteria belonging to 1 user story can be implemented across more than one screen. Update the Kanban board with how the criteria was implemented in the 'Done' column.
- In addition to considering general design and usability principles, your prototype must consider accessible and inclusive design.
 - Nominate **4 of Norman's Design Principles** and **3 Accessibility Guidelines/Principles (Perceivable, Operable and Understandable)** and annotate your prototypes to show where they have been applied. These should be spread evenly throughout your screens (i.e. don't have 4 rules/principles on one screen and only 1 rule/principle on each of the other screens).
- Your screens should be drawn by hand ideally. These hand-drawn screens can be scanned/photographed, and then uploaded into your report.

Discussion

Write a brief report explaining the most important decisions you have made when designing your prototype (1000 words; annotated images are not included in this limit):

- a) Justify the user stories and acceptance criteria you have selected to implement (i.e. why you implemented that set of criteria over the others) to support the design decisions you have made.
- b) Provide clear explanations/justifications of how your nominated Norman's principles have been applied (referencing the annotated screens of your prototype).
- c) Provide clear explanations/justifications of how accessibility and inclusive design has been addressed through the accessibility guidelines/principles in the prototype (referencing the annotated screens of your prototype).
- d) As tutors will not be referring to previous submissions while marking Submission 2, please include your relevant user stories and personas from Submission 1 in an Appendix at the end of your Submission 2 document.

Format of the deliverables

- Consider how you would present your materials to a potential client. Your submission must contain the following:
 - Title Page
 - Table of Contents
 - Introduction
 - Selected User Stories
 - Storyboards (including 2 storyboards considering impairments)
 - List of Acceptance Criteria for each user story
 - Low-Fidelity Prototypes (screens, annotated)
 - Discussion (max. 1000 words)
 - Justification of user stories and acceptance criteria
 - Explanation of how 4 Norman's Principles have been applied.
 - Explanation of how 3 Guidelines/Principles for accessibility/inclusivity are addressed.
 - Conclusion
 - Appendix
 - Personas (from submission 1)
 - User stories (from submission 1)
- Quality over quantity! Make sure your responses to assessment questions demonstrate thoughtful application of theory and processes.

Submission information: Submit your work to Moodle as a single PDF document through Turnitin. Please also complete the peer review form and include your group's Task Allocation Form in the appendix of your document. **The submission is due on Friday week 8, 11:55 PM.**

The name of the report file should follow this format: **FIT5152Sub2-TuteXGroupX** (eg. **Tute06GroupA**).

Chat GPT and AI Usage Guidelines

We encourage students to avoid using AI or ChatGPT as much as possible, as there are numerous issues with its output (for example, lack of empathy, making up references or sources that do not exist). However, if you do use it, the following guidelines should be followed:

- Include a reference/link to the AI tool you have used.
- Include the text prompt you entered to generate the output.
- Explain how you modified the original output before submission.
 - Any text content generated by ChatGPT should **not** be submitted 'as-is'. We expect that students reflect on, edit and refine the output to ensure it is suitable, complete and addresses the relevant assessment criteria.

Please note that being caught passing off content generated by AI technologies as your own work, without proper acknowledgement, is a breach of academic integrity.