CS422 Human Computer Interaction

Assignment: 04   weight: 03

There are mainly three stages of prototyping, given below. In this assignment our focus is on **Digital Prototyping.**

1. Sketching and Paper Prototyping
2. **Digital Prototyping**
   a. Digital prototyping is the process of exploring ideas by building interactive experience. Explaining abstract idea in words can be tough. By creating **interactive designing effect** other people can experience themselves and your idea become real. As you have done in your projects, multiple windows/pages are designed and dependent windows/pages are inter-linked which make navigation easy for a user.
3. Native Prototyping

Scenario: Every one of you have used ATM machines to withdraw money. In this scenario you have to design an ATM machine's interface for **children** having age >=8 years. Design all the possible windows in this ATM machines and inter-link the dependent windows. For this purpose you have to use one of the following online tools. These tools are not free but only provide **7 days trial**. Therefore, before signup you have to do **Paper Prototyping** to first draw all your possible pages/windows on paper sheets. Then translate it to Digital Prototyping.

Incorporate the following constraints in your system

1. The system should not allow money more than 5000 PKR.
2. Ability or lack of ability to digest information in a somewhat technical language (withdrawal, over draft, etc.)
3. ability to remember to take out a debit card after withdrawal
4. ability to remember a PIN

Tools:

1. www.uxpin.com
2. https://proto.io/