

SE- PMA Part 2 report

Why prototype?

There are plenty of reasons to prototype:

Clarifying production costs

A high-fidelity prototype can give a much better insight to how much the production, deployment and maintenance of a product may cost upon release.

Demonstrates product to stakeholders

During development, it is vital that stakeholders are kept up-to-date with the development of the product and prototyping is a perfect opportunity for them to physically see how the final product may look and work.

Evaluating and testing the design

Allows evaluation of whether the initial design and purpose is being achieved and can help verify requirements are being met.

Understand how users will use the product

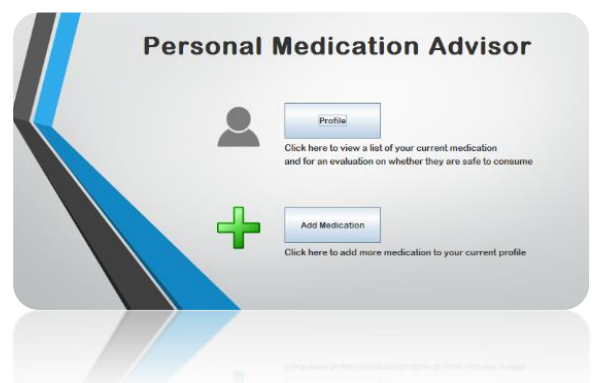
Prototyping can help solidify exactly what a user wants from a product, and how they will use it. If a prototyped product does not achieve what the user wants or needs then the design can be re-evaluated to help ensure consumer satisfaction.

UI considerations

During the development of my prototype there were various factors that I had to consider to produce the best quality, and most helpful prototype possible:

Aesthetics

Throughout development it was important to keep in mind how the final product would look, and to ensure that it was aesthetically pleasing enough to make the user feel they were using a professional and reliable system. A professional look was particularly important due to the nature of the system and was achieved through using sharp, well balanced and clean backgrounds, buttons and text.



Accessibility

To ensure that the system was accessible across a range of devices and screen sizes, I made the dimensions of the display 16:9. This is a very common full screen viewing mode and means the system will be viewable in full screen at high quality on both desktops and mobile device (landscape only for mobile devices).

Consistency

I took a range of things into consideration when implementing consistency throughout the system:

1. All titles to be of font size 17 and centralised (excluding home page title), sub-titles size 14 and text size 12
2. All text throughout the system to be 'Ariel Rounded MT Bold'
3. All backgrounds across the 5 user interfaces to be the same, with only the colour changing in each to signify that it is a different pages.
4. All buttons to be the same size and style



Navigation/Structure

To ensure my program was as easy to use as possible and intuitive for the user, I used a clear and methodical structure for the interfaces with appropriate buttons to navigate between them. To keep the navigation minimalistic, 'on-click' buttons were used to navigate the program in the way as shown on the diagram to the right. Essentially, all buttons performed 'forward and back' actions, except one from the Confirmation page to Profile which, understandably, allows the user to view their newly added medication. This simplistic navigation helps to make sure the user is familiar with exactly where they are in the program.

