Human-Computer Interation 2024/2025

Lab Class 6

Low Fidelity Prototyping and Evaluation

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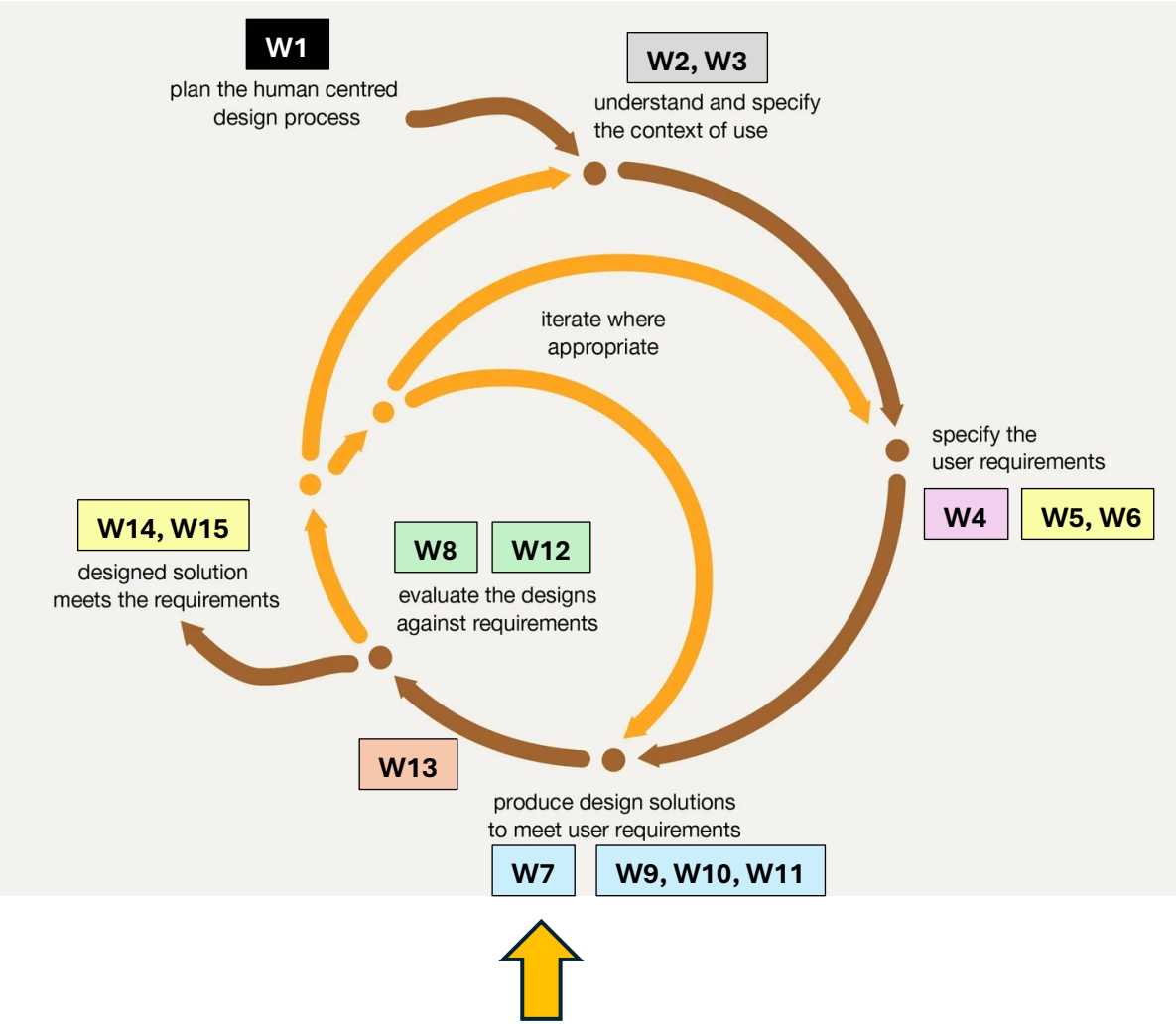
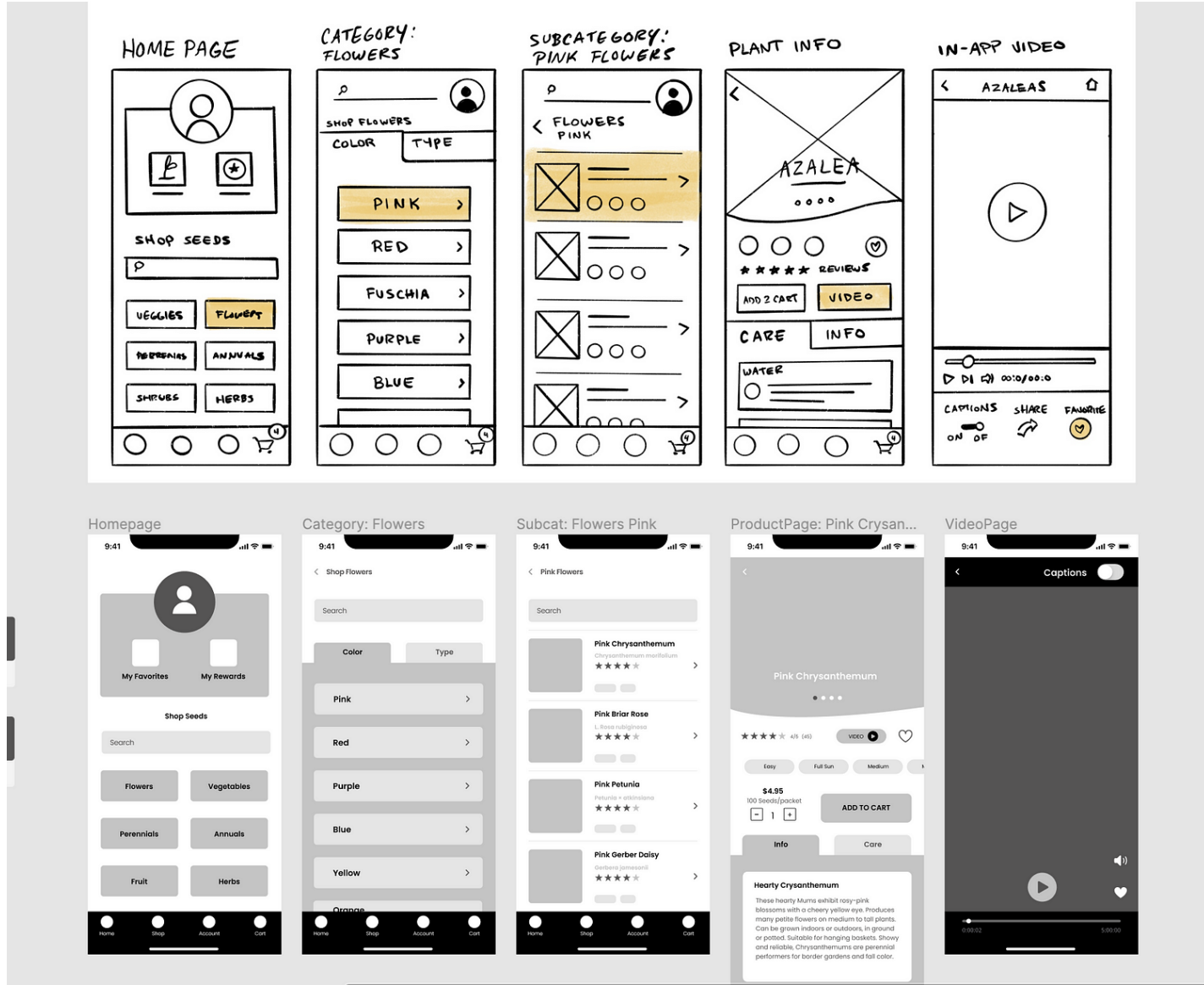
You are here!

This week, we start designing our first proposal of an interface that meets the requirements

We will start with low fidelity prototyping



Low Fidelity Prototyping



https://medium.com/design-bootcamp/creating-wireframes-and-low-fidelity-prototypes-in-figma-for-the-google-ux-course-326a7e11fa60

What to consider to build the LFP

Select a set of core tasks from your scenarios (at least 5 non-trivial tasks)

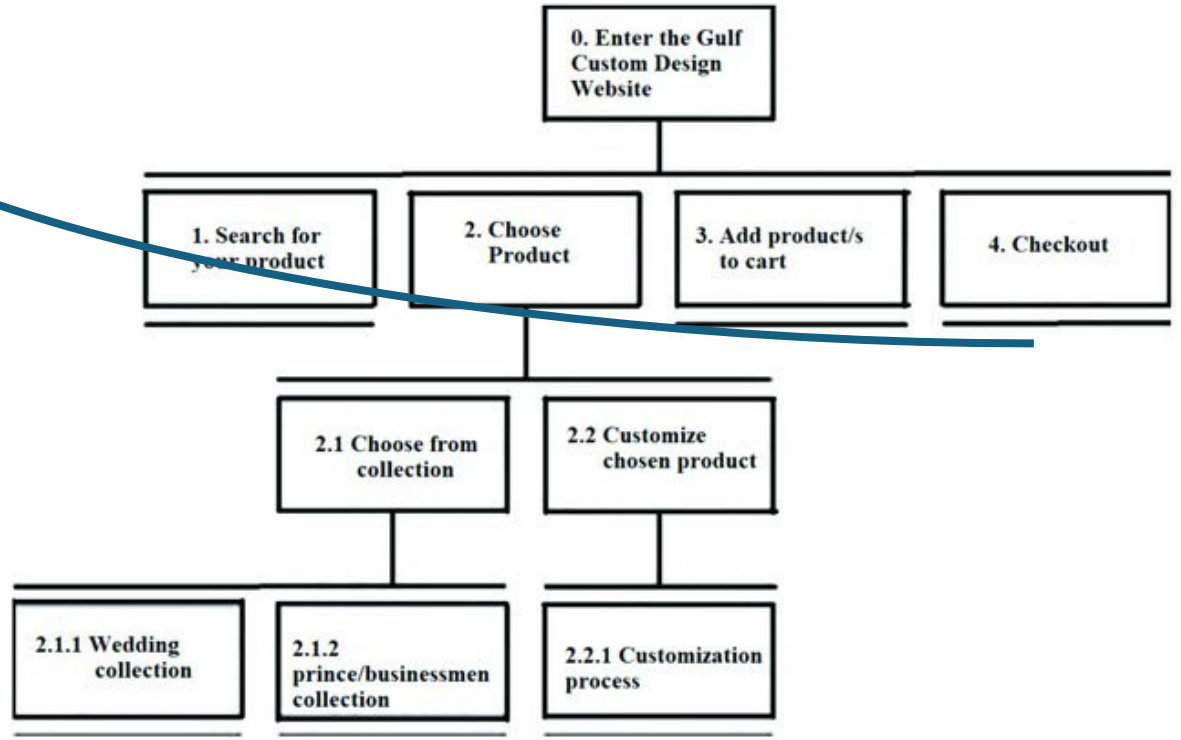
- Tasks should be explicit and have a clear end result
- Good: “Book the cheapest room available in Aveiro for the 16th of April”
- Bad: “Open the app and book a room”

Login and logout do not count for this (registration, maybe)

What to consider to build the LFP

Online Checkout Process
- 1. Start Checkout Process
  - 1.1 View cart
  - 1.2 Review items in cart
  - 1.3 Proceed to checkout
- 2. Enter Shipping Information
  - 2.1 Choose existing address or enter new
  - 2.2 Select shipping method
- 3. Enter Payment Information
  - 3.1 Choose payment method
  - 3.2 Enter payment details
  - 3.3 Apply discount code (optional)
- 4. Review and Confirm Order
  - 4.1 Verify order details
  - 4.2 Accept terms and conditions
  - 4.3 Place order
- 5. Receive Order Confirmation
  - 5.1 Display confirmation page
  - 5.2 Send confirmation email

Consider Hierarchical Task Analysis of your tasks to guide you in designing the interface



Provides flow and content guidance for designing the interface

Support Materials

Refer to slides from Lecture 5 for advice and support materials:

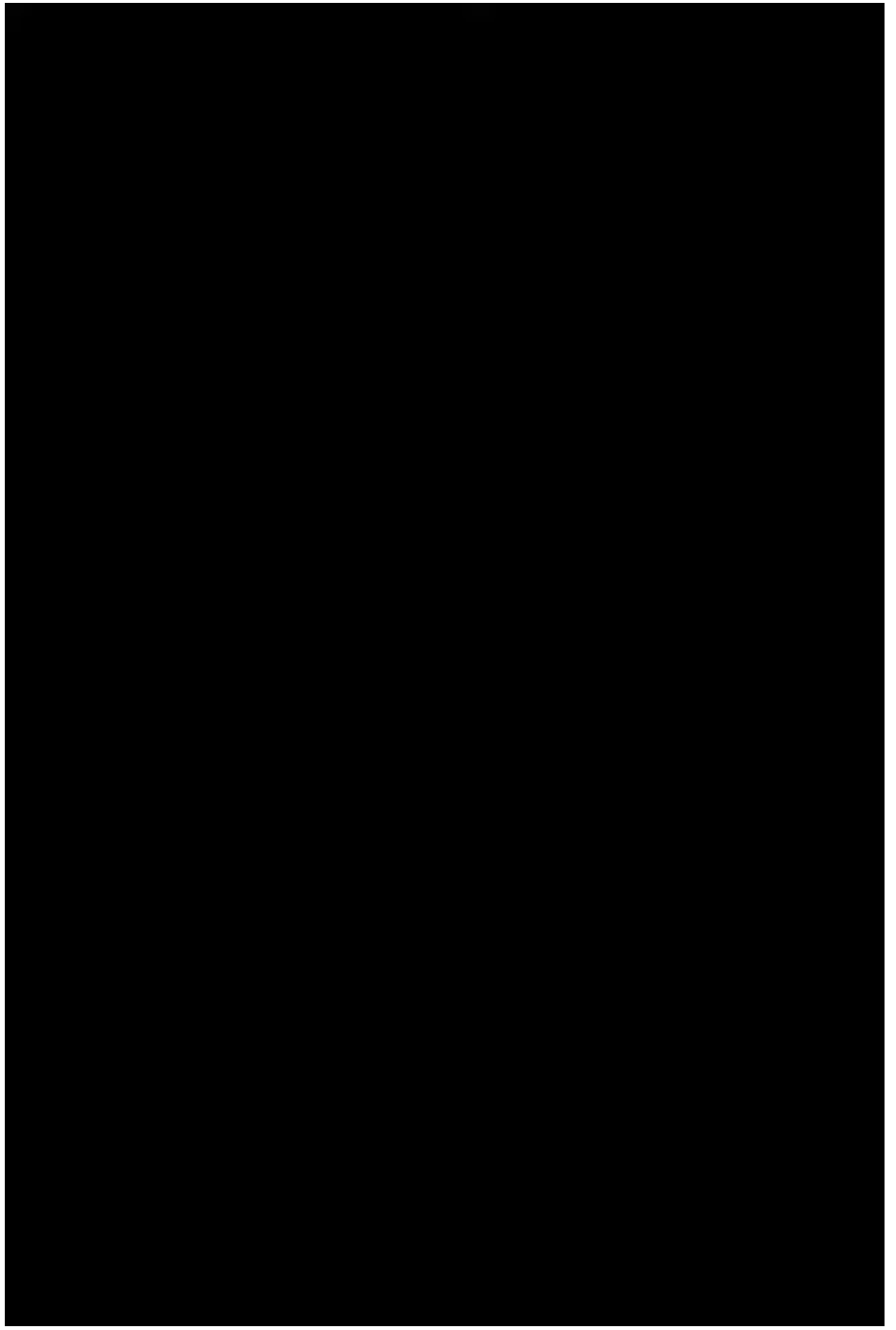
https://uapt33090.sharepoint.com/:b:/s/OP_41549_InteraoHumanoComputador/EbedDNDcvrlAsL3pXd7hHWwBRJRPpE_jqsLuG3J_5uf5qw?e=y17Bkb

How will the LFP be evaluated?

- Bring the prototype fully designed for the selected tasks
- Receive participants from other groups
- Brief the participant on the overall context and purpose of your system
- Give the participant one task at a time
- Take note of any comments or difficulties. For any problem, try to understand why it happened
- Thank the participants for their time

How will the LFP be used?

Here is an example of a LFP in action!



Tasks for today's class

- Define the core tasks to consider for the low fidelity prototype
- Design the prototype (paper is OK)
- Understand prototype evaluation

Tasks to complete until next class…

- Finish the low-fidelity prototype
- Rehearse manipulating the prototype to support the evaluation, following the interaction path for all the selected tasks