INFO3315

**Human-Computer Interaction**

**Project Phase 2**

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R16C - Group 5

# 1. Object/Operation Analysis

(a) Enumerate all concepts (objects, along with their attributes and actions) of the target domain relevant to your application. Include your results in your report.

(b) Build a sketching vocabulary similar to the example given in the Design and Prototyping lecture. Include the objects from the concepts above.

(c) For every group member: Practice sketching items from your vocabulary for at least 15 minutes. Hand in your final vocabulary version (doesn’t have to be pretty).

# 2. Initial conceptual model

(a) Identify possible interface metaphors for each task and visualise each as a sketch (at least 3 in total)

(b) Identify possible interaction modes (types). Briefly explain the reasoning that has let you focus on these particular modes.

(c) Determine the interface type that fit your identified interaction modes. Briefly justify your choice.

(d) Which metaphor and interaction style is most suitable for your app? Select one and justify your decision briefly.

# 3. Expanding the Conceptual Model

Using the use-case and requirements you found in Project Phase 1, briefly answer the following questions:

(a) What functions will the product perform? • What will the product do and what will the human do (task allocation)? • What options are under the control of the user?

(b) How are the functions related to each other?

(c) What information needs to be available?

# 4. Validating the Conceptual Model

(a) To validate your conceptual model, create 3 storyboards for each main task. Hint: consider different contexts, as in Project 1. i. Managing (locations, timings, contexts. . . ) an individual user’s commuting habits. ii. Using the app to communicate and share information with others. (b) Show each storyboard to at least 3 potential users and gather some informal feedback.

(c) Choose the most promising storyboards (one for each task) and refine them based on the feedback. Briefly state what refinements you have performed and why.

# 5. Paper prototype

(a) Create 5 prototypes for different UI designs. Keep the prototypes simple: They only need to show the core UI elements.

(b) Discuss the different designs and gather feedback from at least 3 users. Briefly summaries your findings.

(c) Select the 2 most promising prototypes. Explain your choice briefly. Hint: you may want to reference your findings from above.

(d) Refine both prototypes based on the feedback. Briefly state what refinements you have performed and why.

(e) Gather feedback for both refined prototypes from at least 3 users. Briefly summaries your findings.

(f) Use the feedback to refine both prototypes and create a new and more detailed set of paper prototypes based on the initial ones. You should be able to present a user with all screens necessary to complete the tasks as sketched in the storyboards above.

(g) Test the 2 paper prototypes with at least 3 different users. (Test each prototype with all users)

(h) Select the strongest design and refine it based on the user’s feedback. Again, briefly explain your choice and state what refinements you have performed and why.

# 6.Appendix