# Interactive (Hi-fi) Prototype #3 (Team)

## Due: Tuesday, March 7, 2017

### Goals

The goals of this assignment are to learn how to incorporate feedback from a user interface field usability test into the next iteration of a prototype (the last iteration for this class).

### Using Field Usability Test Results

You should use the results and conclusions from your Field Usability Test along with any feedback we (or your classmates) gave you on your last prototype. You should **fix as many of the problems found as you can**, prioritized by UI severity. You should also try to **implement as much missing functionality as you can** – time is short, so you won't be able to do much, but try to do what you can. Finally, you should be making sure that visual design (fonts, colors, alignments, and icons) is getting locked down to the final high quality design you will want.

### Deliverables

1. Prototype
   Your prototype must be runnable by the teaching staff and anyone else who would like to try it. *A downloadable version (or link to downloadable version) must be put on your project web page along with instructions* to make it run. Make sure this works well in advance of the due date by testing on multiple devices.
2. Presentation
   Your team will collectively present your project during an **eight**-minute slide-based presentation in front of the other students and teaching staff. See the grading guidelines for information on how to structure your talk. You must **make the slides available for download on your web site**.

### Presentation Guidelines

You will have 8 minutes for this presentation plus up to 5 minutes for questions. Please practice as we will grade you on how close you are to the time limit (under and over). All team members are expected to work collaboratively on the presentation and **deliver the presentation together as a team (unless on team of 5, where the last person should present)**.

**Talk Outline:**
1. Project title & team (briefly introduce yourself, your idea, and the rest of your team)
2. Interface Changes
   - Show us the major changes (highlight old & new **together on each slide**)
   - Explain the **reasoning** for the change (come from test or other?)
3. Task Flows
   - Task Flows for 3 tasks
     i. **Slowly** step through execution of each task with the new UI
   - **Demo your UI live (or show a recording of a live demo)**
4. Future Work
   - What was left *unimplemented* and why
   - Plan to finish any key unimplemented features

5.  Summary

# Grading Criteria

Your grade will be based on the thoroughness and design quality of your implementation, the reasoning you give for the changes you've made, and the quality of your presentation. The grading will be broken into two components: the **grade** for the presentation and a group grade for the quality of the **prototype** itself.  Each bullet/grading category below will be out of 4 points (4=+, 3=check+, 2=check, 1=check-, 0=missing).

## Presentation grades        (TEAM: _____)

- Organization
    - ___ Project & team introduction
    - ___ Interface Changes
    - ___ Task Flows
    - ___ Future Work
    - ___ Summary
- Presentation
    - ___ Use effective slides (easy to read, understand, good use of visuals/images)
    - ___ Cover required scope in 8 mins (+ 5 minutes Q&A). Practice in advance.
    - ___ Ensure the presenter(s) make eye contact and project well. (__ : __ )

## Prototype grade

- Specific Interface Changes
    - ___ Changes from HiFi #2 to HiFi #3 clear?
    - ___ Changes make the interface better?
    - ___ Were issues found in the field study fixed?
- Overall Prototype
    - ___ Clear how each of the 3 tasks is carried out in the new UI?
    - ___ Is the prototype UI aesthetic & pleasing? Fit the platform UI style?
    - ___ Are most of the necessary features implemented?
    - ___ Does a live demo or recorded demo show it working?
    - ___ Does the prototype appear finished enough to distribute?
    - ___ Are all key unimplemented features identified and justified?
    - ___ Does the team have a clear plan to complete the unimplemented features?