

Interactive (Hi-fi) Prototype #2 (Team)

Due: Thursday, February 9, 2017

Goals

The goals of this assignment are to learn how to incorporate feedback from a user interface usability test into the next iteration of a prototype.

Lab Usability Test Results

You should use the results and conclusions from your Lab 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 may not be able to implement everything, but try to do what you can by priority of importance to your user experience.

The aesthetics of your design and meeting the standards of the platform are now becoming more important. Please make sure you have also fixed any of those design issues. The next assignment will be a field usability study, so make sure you have implemented what is necessary to pull that off.

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 (for native Android or iOS native apps, think about using fabric.io. For iOS native apps you can also consider using TestFlight – make sure TA and faculty UDIDs are added). Make sure this works well in advance of the due date by testing on multiple devices.

2. Presentation

One member of your team will present your project during a **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, though only one team member will deliver the presentation.

Talk Outline (all points must be covered):

1. Project title & team (briefly introduce yourself, your idea, and the rest of your team)
2. Introduction
 - Introduce the problem you are attacking
 - Introduce the basic solution your application takes at solving this
3. 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?)
4. Task Flows
 - Task Flows for 3 tasks
 - i. Slowly step through execution of each task with the new UI
5. Future Work
 - What was left ***unimplemented***
 - i. What was left out and why
 - ii. Any wizard of oz techniques that are required to make it work
 - Plans moving forward
 - i. Which things do you still plan to implement / change?

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 presentation grading will be broken into two components: the individual grade of the presenter and a group grade for the quality of the content itself. Each bullet/grading category below will be out of 4 points (4=+, 3=check+, 2=check, 1=check-, 0=missing).

Presenter's grades (NAME: _____)

- Organization
 - ____ Project & team introduction
 - ____ Introduction to Problem & Solution
 - ____ Interface Changes
 - ____ Task Flows
 - ____ Future Work
- 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 makes eye contact and projects well. (__ : __)

Group grade (GROUP NAME: _____)

- Interface Changes
 - ____ Changes from HiFi #1 to HiFi #2 clear?
 - ____ Changes make the interface better?
 - ____ Were issues found in the usability study fixed?
 - ____ Good reasoning for the changes?
- Task Flows
 - ____ 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?
 - ____ Tasks give appropriate range for this application?
- Future Work
 - ____ What is left out and why?
 - ____ Understand what is Wizard of Oz or hardcoded?
 - ____ Good plans moving forward?