Tools Selected: Adobe XD, POP, and Sketch

1) What do you like most about each tool? Why?

For Adobe XD the ability to make each a what looks like a finished product at the lowest levels to give the stakeholders and allow them to remotely access them and go through it at their own pace. This allows the stakeholders to have a much clearer idea of how their idea is shaping up and any changes at this point will not majorly mess up the flow to go back and do major changes.

With Power of Paper it is east to start up and extremely simple. It can be done faster than being drawn up on the computer to allow for faster and easier flow of the conversation.

For Sketch the just like Adobe XD you can make what looks like a complete product to let the stakeholders see how the product is coming along as well as well giving comments. It also seems to be the most refined and proven tool.

2) What do you like least about each tool? Why?

For Adobe XD with all its great prototyping design can not put the CSS into your existing website. Thus you would have to manually recreate the CSS of your prototype in your website which would be tedious.

For the Power of Paper however it can get messy to change details around and be harder to update than digital solutions. It also would not be able to show the exact way people will interact with the system as people interact with paper different that screens.

Sketch is mac only and having a windows computer means it is hard for me to work on it individually.

3) Which tool will your group use for this activity?  Why? Sketch because it seems to be the most updated and since most of our groups use Macs the down sides really don’t have an effect. The ability to view your prototype anywhere is also a big plus.

Testing plan: We will explain the system to the users, then allow a range of users to interact with the system on multiple days and record any issues dealing with the ease of use for the students and admins. Each issue will be documented and then fixed.