P3: Hi-fi Prototypes

In P2, you developed a wide space of ideas, and focused on developing a number of sketches, polishing a limited set. In practice, you would use these polished sketches, along with your storyboard to get feedback from potential users. Ideally, you would go through several iterations of this, where you develop ideas, gather feedback, and continue to develop more ideas (as a part of the user centred design process).

At some point, your customers will want to see a more tangible prototype. These are ways that you can develop prototypes to not only understand what the resulting system may look like, but also what it feels like to interact with. Using these prototypes, you could easily evaluate your interface with users, understanding what aspects of the interaction works well, and what doesn't.

These "quick and dirty" prototyping methods allow you to get that idea without expending major effort that is required to develop a prototype using code. You may have gotten a taste of this by building your video prototype.

For this project component, you will develop a simple, working prototype of your system in HTML/CSS/JavaScript/jQuery. You should develop a deep vertical prototype that addresses: the two refined task descriptions you identified in P2 and posted in the discussion forum.

Your prototype should follow the design ideas you identified and storyboarded in P2, but only to the extent that it **makes sense**. If you discover that an alternate idea/design works better, feel free to implement this; however, you will need to be clear about this modification, and justify it during your P3 presentation and in P4.

Major Activities

- **Build a vertical prototype.** Using HTML/CSS/JavaScript/jQuery, build a vertical prototype that addresses the two refined task descriptions you identified in P2. This prototype should be functional and appears correctly (adheres to the concepts from class). The goal, remember, is to allow someone to understand how it would feel to interact with the system.

Note: This is a little bit tricky. PLEASE ask your instructor about how much functionality is appropriate. I am NOT interested in having you build a complete system with a database.

- **Post public link to your system.** Using OneDrive (or another site), post a public link to your project into D2L > Discussions > Project > P3. Ensure that you have tested that any public user with the link can access the content.
- **Demo and present your system.** You will demo your system to your instructor and classmates during lab. Think carefully about how to demo the interaction of your

system. You will have up to **10 minutes** for your demo, and afterwards, you will need to answer questions from the class (and instructor) for up to **5 minutes**.

Deliverable

- There are **TWO** deliverables: A link in D2L to your publicly accessible interactive prototype and an in-lab demo to your instructor (and classmates) of your system
- The in-lab demo will be scheduled by your instructor.
- You have 10 minutes to say what your project is (briefly), and to demo the core tasks of your system (consider using your storyboards and tasks from P2 as a guide).
    - Do not go over time, and do not go under 7 minutes.
    - Presentations that are 7 minutes or shorter will receive a score of 0 (out of 5)
    - At 11 minutes, your instructor will abruptly end your presentation.
- You will then need to respond to 5 minutes of questions.
- During the lab presentation, you should address at minimum:
    - What is your project
    - How the prototype was built
    - The major components of the system / summary of core features (relating them back to the task descriptions from P2)
- Post-presentation, each group will provide feedback on a **unique issue** they identified with the presenting group's prototype through D2L (Discussions > Project > P3):
    - Their feedback **must be completed before the end of class.** Once the feedback from the 3 groups has been collected, the presenting group has **24 hours** to create a post indicating which issues they will address in P4.
    - When creating their post, the presenting group should identify the severity of the issue **AND** which issues will be addressed in P4.

Grading Sheet

- Look at **P3-grading-sheet** for a printable grading sheet.

Due Date

- See D2L for due dates for the **TWO** deliverables.

Reminders

- Failure to cite anything that you did not create (images, content, etc.) is **ACADEMIC MISCONDUCT** and will be dealt with as such.
- Ask clarifying questions well before the deadline. I am happy to review anything shown to me ahead of the deadline (time permitting, so get it to me early).
- Use team contract to guide the collaboration.