

Week 7 Seminar & Pre-class activities

Q1. Why Prototype?

Question A Submitted Apr 23rd 2022 at 1:09:36 pm

After completing a story mapping workshop with your client, the team is still confused about the requirements of a couple of the user stories.

- What should you do?
- Why? Provide 2 reasons - briefly describing each reason (one sentence per reason) for your choice.

NOTE: Typically when answering this type of question in the exam students just list the reasons even though they are asked to provide a brief description. You are expected to show that you understand the reason you have listed by briefly describing it in a sentence.

Value: 20%

I need to write a prototype of the system. It's like a picture that helps us understand what we know.

The first reason is improved communication, showing them what the system does and explaining what it can do for them.

Next, when they understand the new system I will reduce maintenance, save time and money, and improve user satisfaction.

Q2. Prototyping process

Question A *Submitted Apr 23rd 2022 at 2:53:23 pm*

Your development team has decided to develop high fidelity prototypes for a couple of the user stories to ensure that you fully capture the user's requirements.

- Briefly describe 2 reasons why this might be useful
- Briefly describe 1 reason why this might be an issue

Value: 30%

reasons:

It looks and feels like a real system and real content can get feedback quickly

cooperation

issue:

It's very complex and takes developers a long time to learn

Q3. Usability

Question A *Submitted Apr 23rd 2022 at 2:59:32 pm*

Evaluate the usability of the Airbnb site using the 5 usability evaluation criteria. Focus on the functionality of traveller looking for a place to stay in the city they are visiting.

<https://www.airbnb.com.au/>

NOTE: Up to 2 sentences for each criterion.

Value: 50%

- 1.Learbility: The site is very simple, you can know the customer registration and choice, good
- 2.Efficienvy: Each module is very brief, determine the specific information, to help customers quickly
- 3.Memorability: Very simple operation, even if the user has not used for a long time can immediately recall
- 4.Errors:There is no clear guarantee that users' payment information will be made private.
- 5Satisfaction: