

CPT208 PORTFOLIO PRESENTATION 03

Prototype of the topic-Interactive Learning System for Chinese History and Culture

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CONTENTS

- Importance of prototyping
- Design prototypes with good comparisons
- Evaluation and some founds
- References
- Q&A section



Importance of prototyping

- Prototypes allow users for testing.
 - Provides designers with valuable feedback about their products.
- Minimize design error.
 - Designers can easily introduce the changes they want and create a new prototype easily.

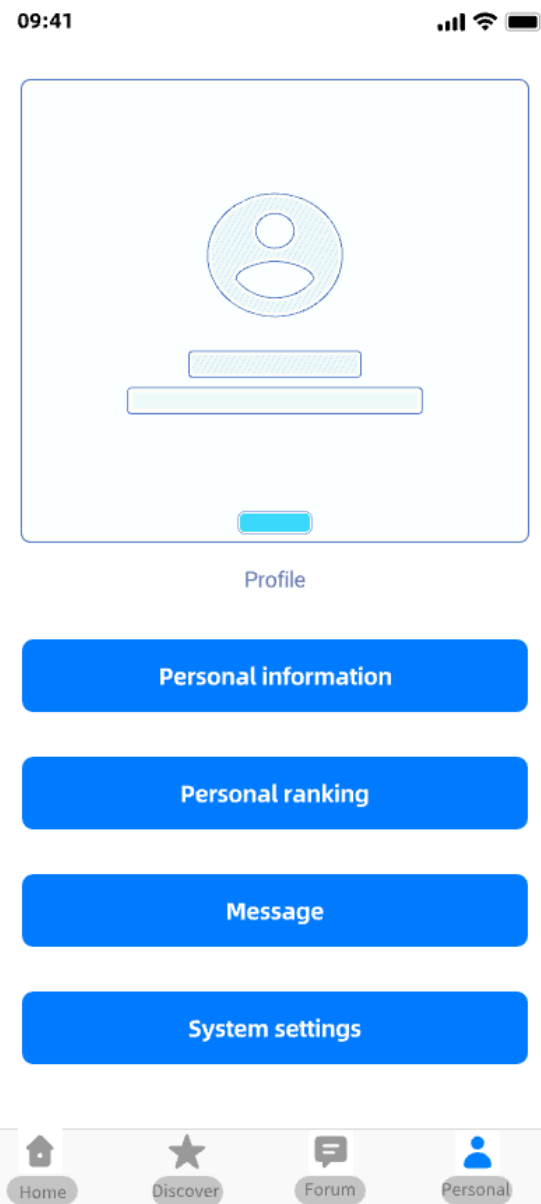
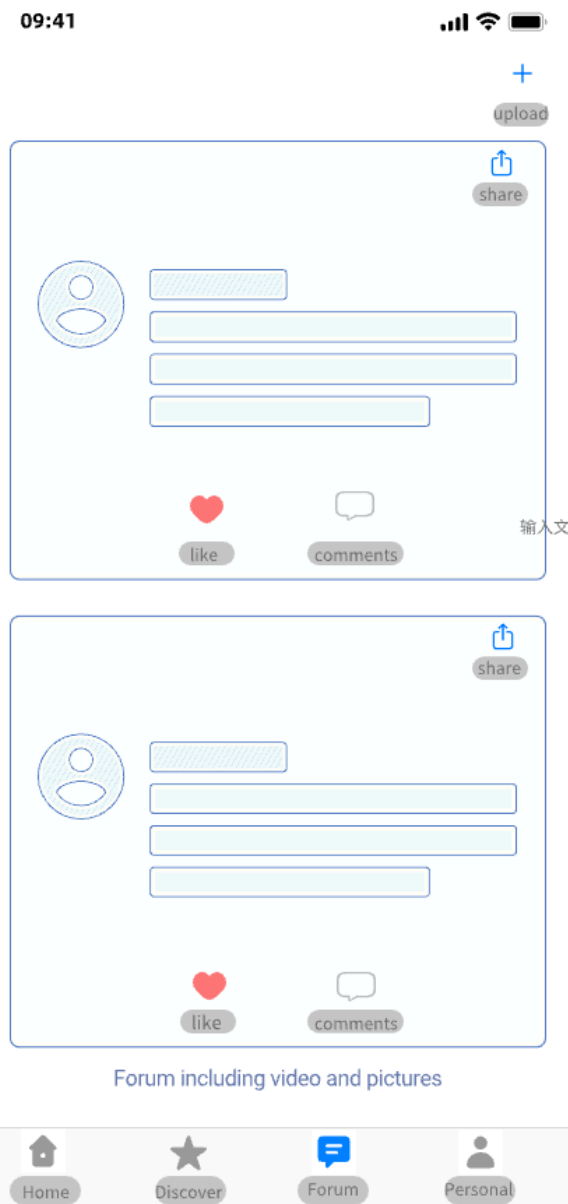
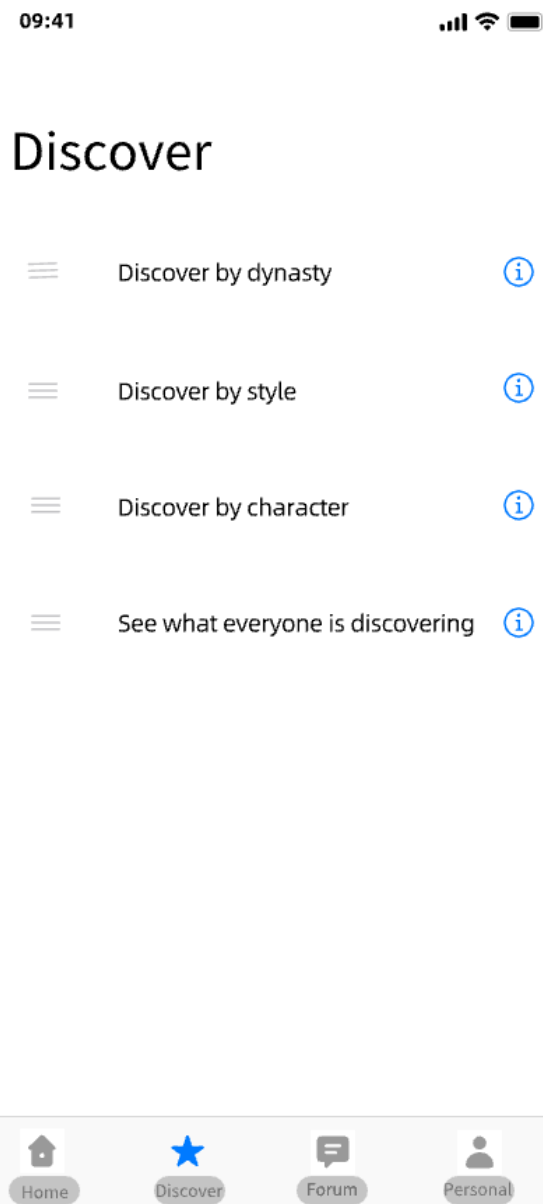
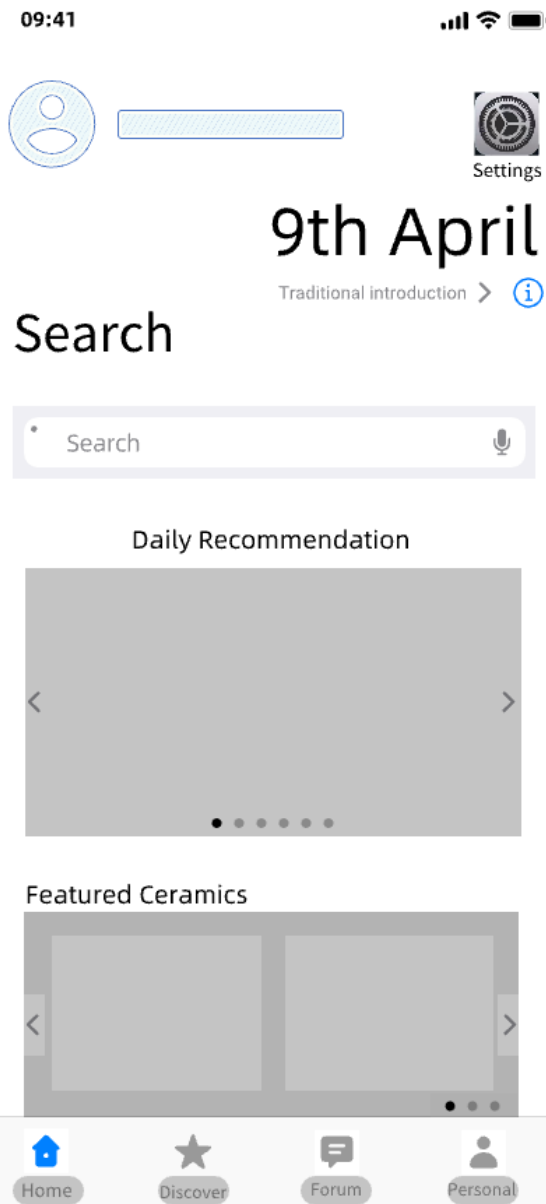


Design prototypes with good comparisons

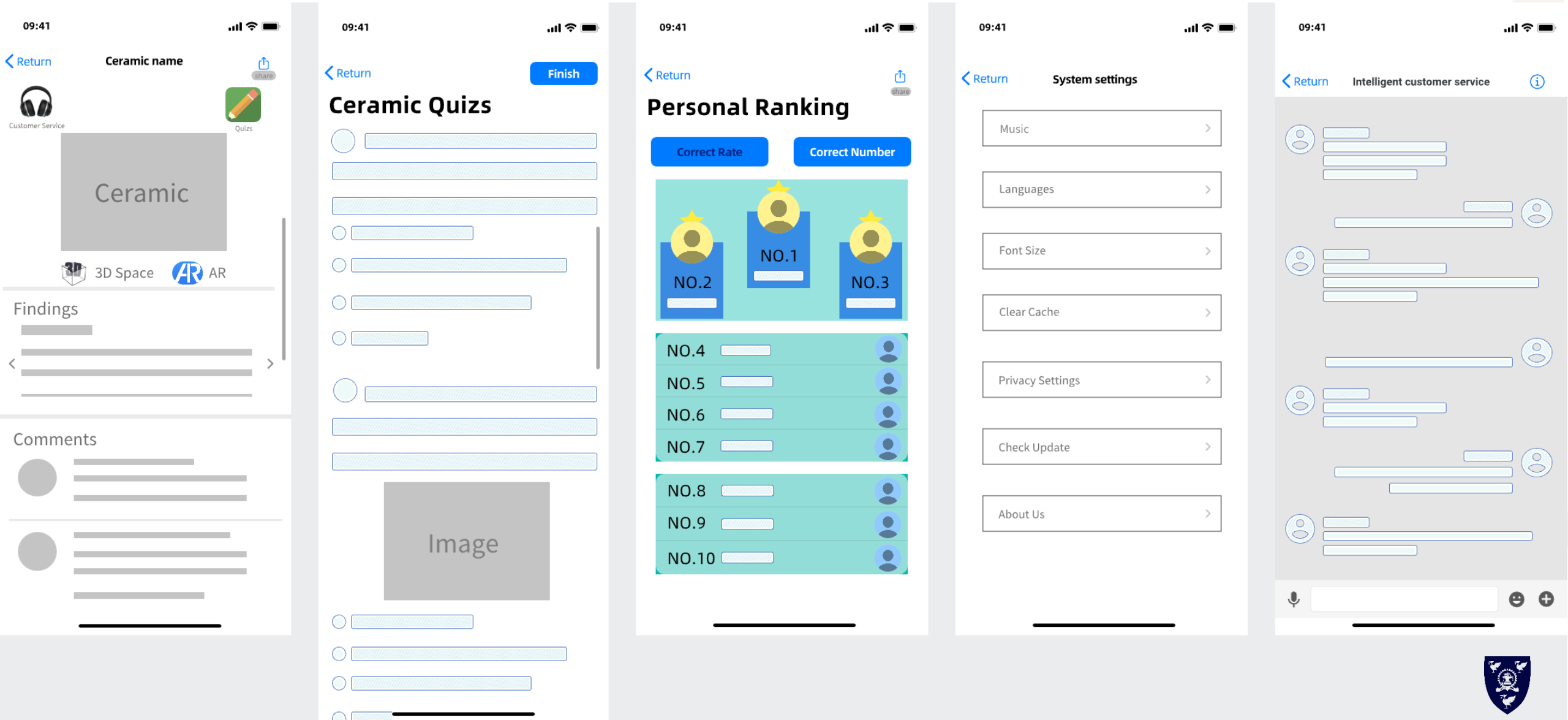
- Aims
 - Have a better understanding to design product.
 - Minimize design error for future designing process.
- Comparisons
 - Prototype A
 - Prototype B
- Same:
 - Basic structure



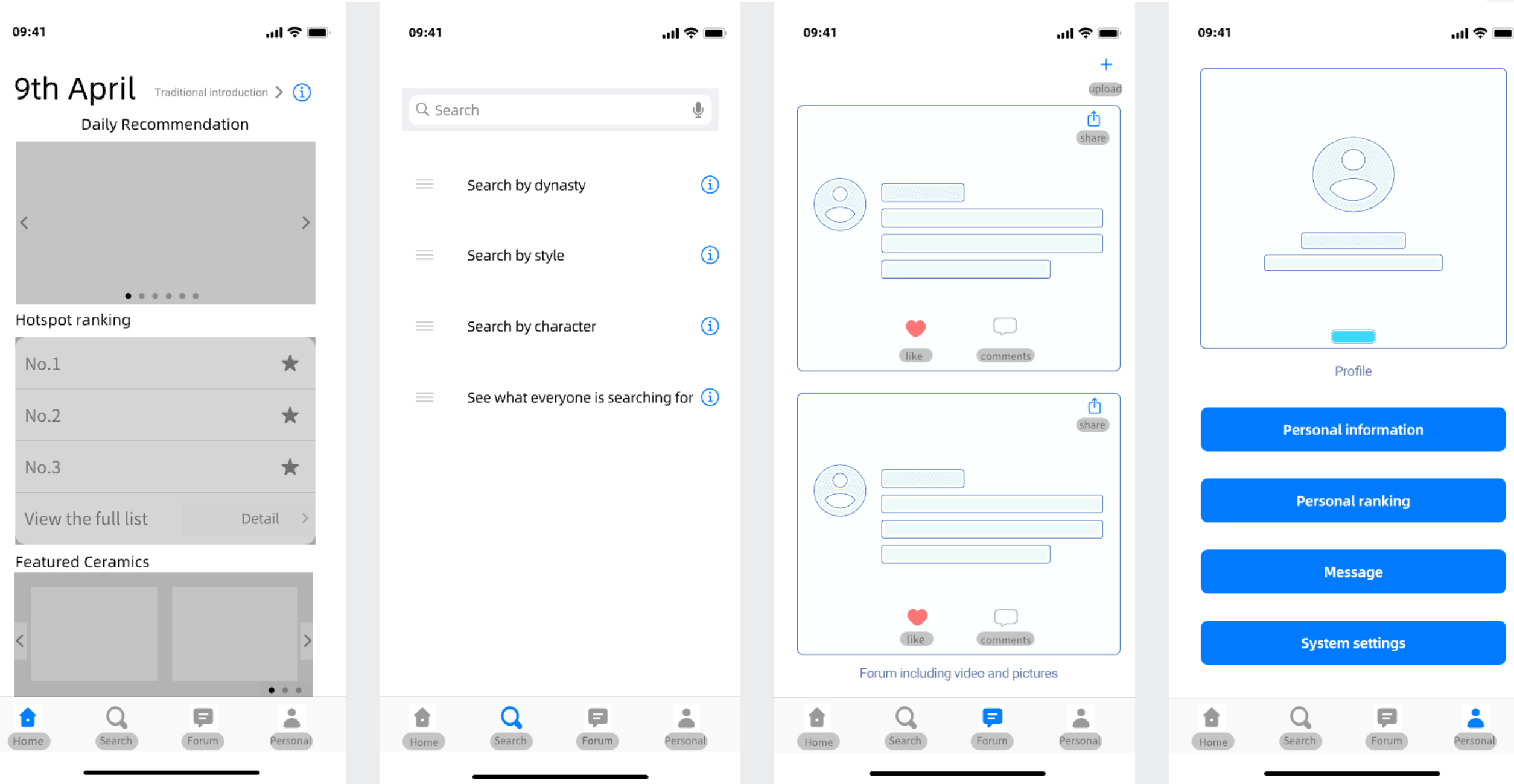
● Design Prototype A: Main pages



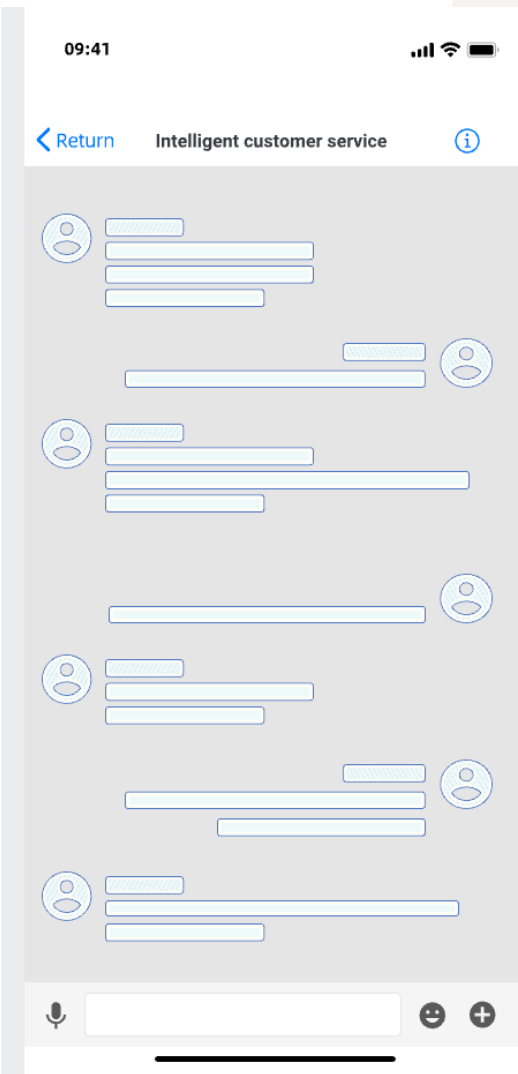
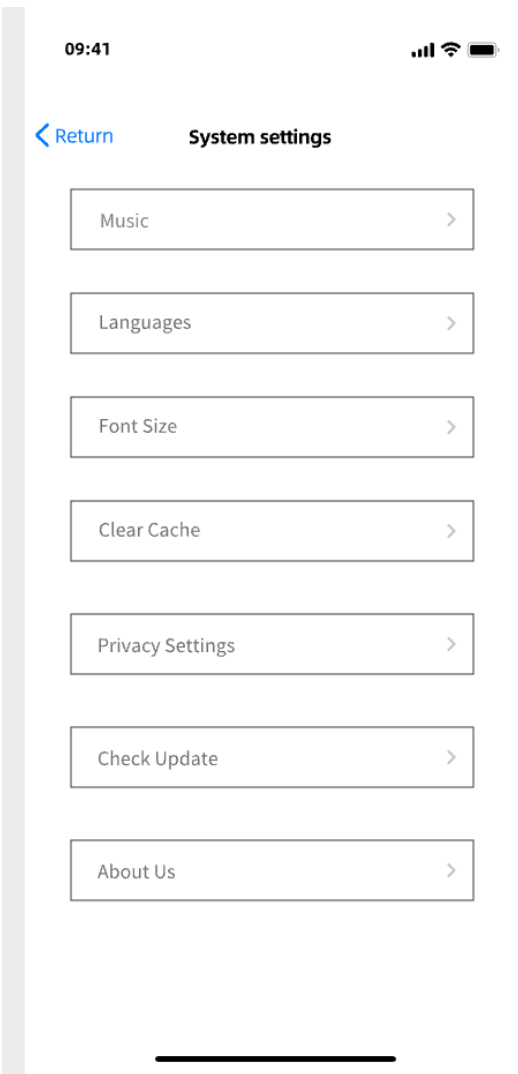
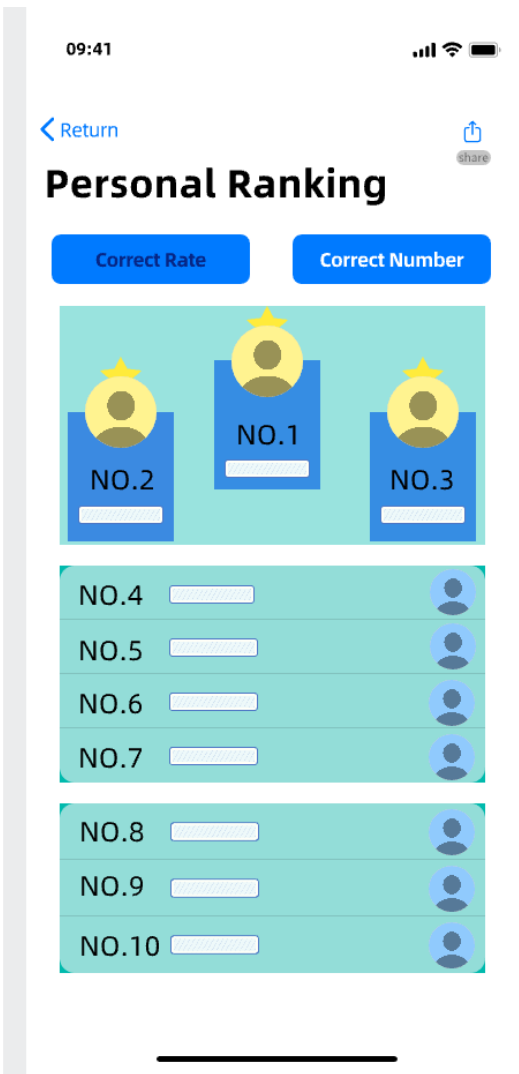
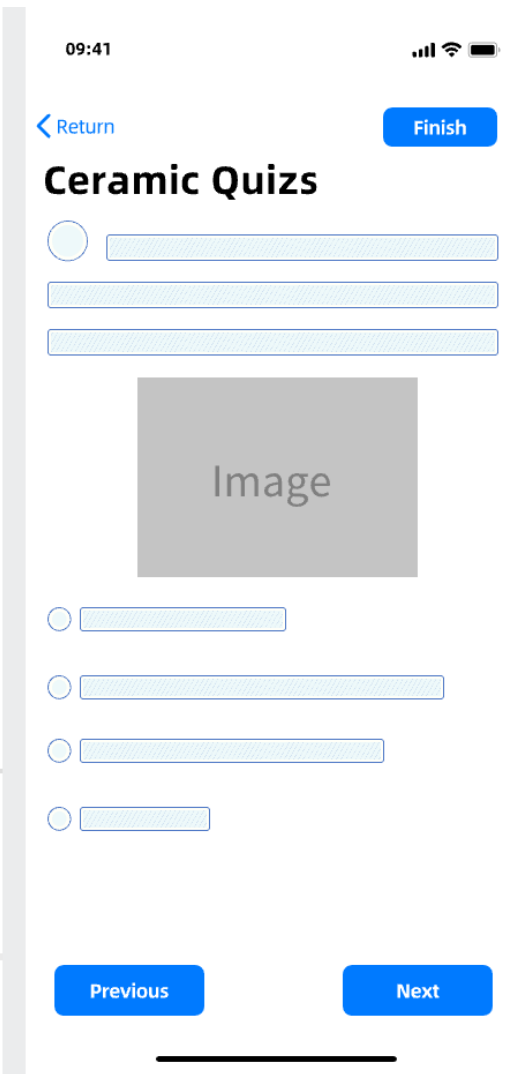
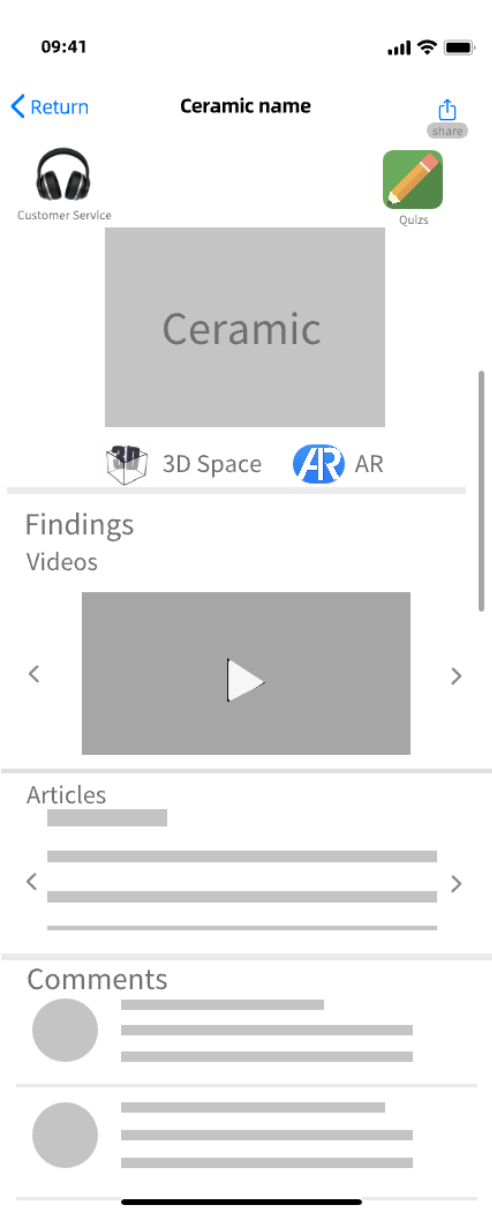
● Design Prototype A: Subpages for some detail functions



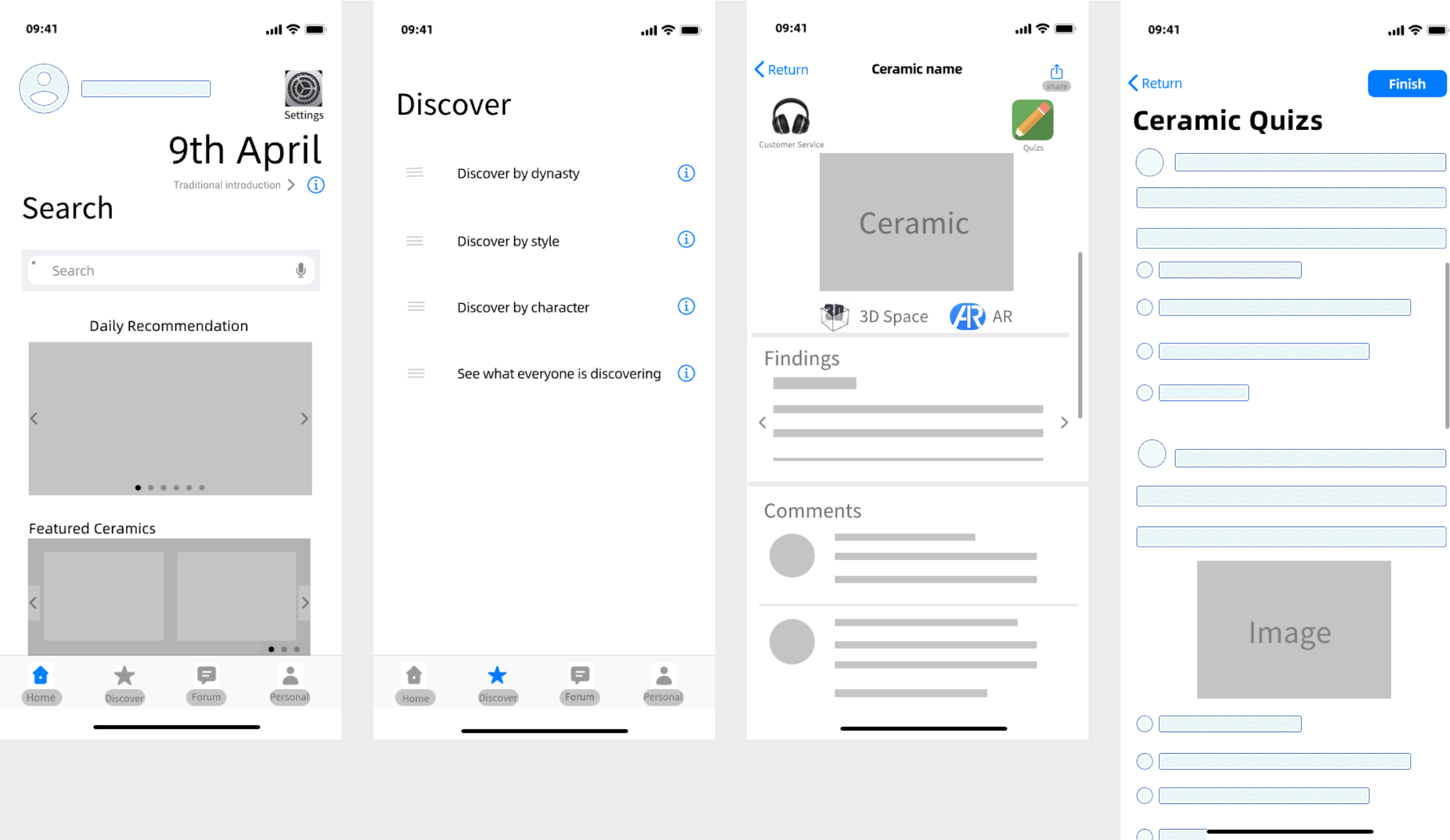
● Design prototype B: Main pages



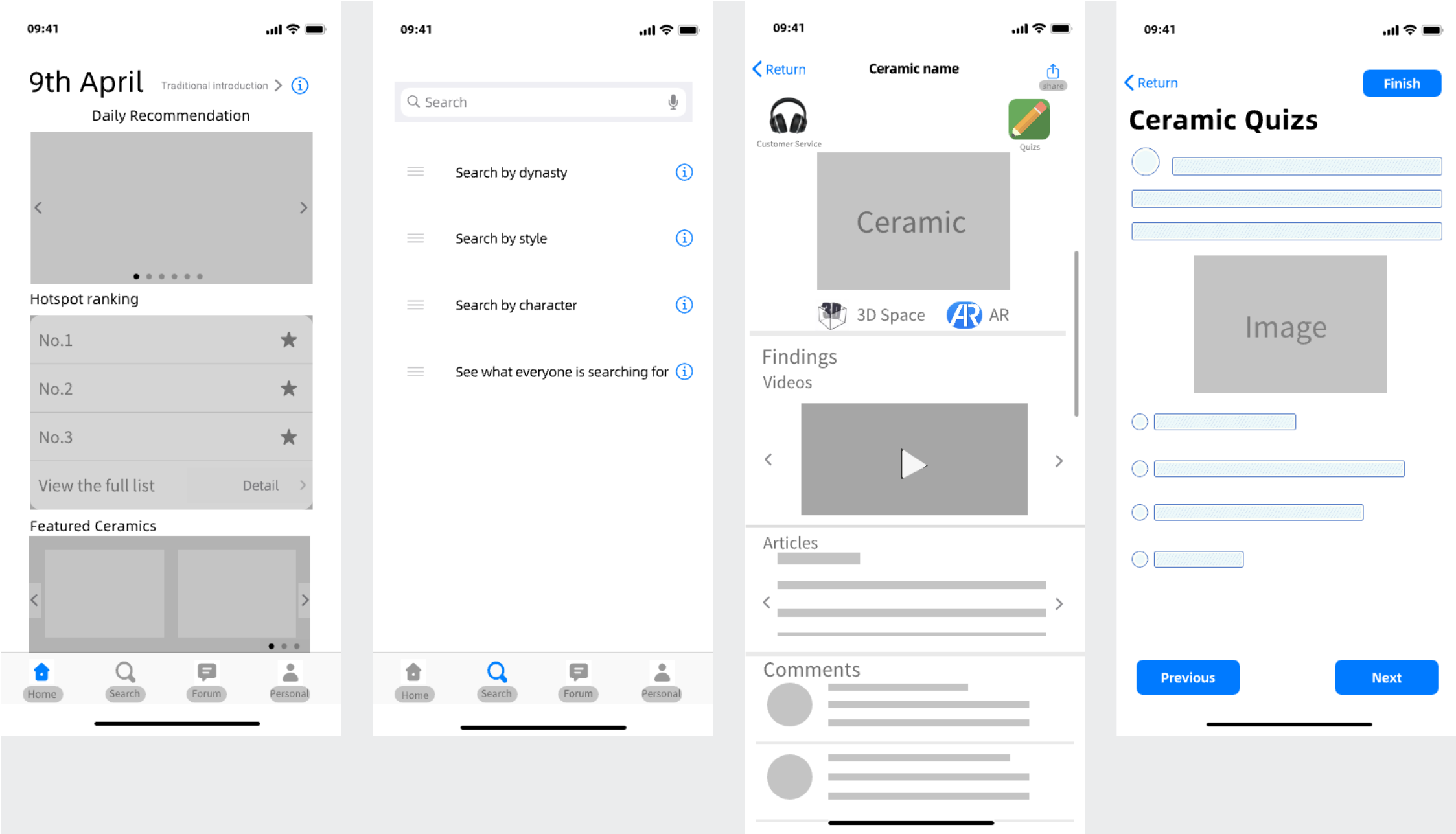
● Design prototype B: Subpages for some detail functions



● Differences in Design Prototype A



● Differences in Design Prototype B



Design prototypes with good comparisons

- Differences between prototype A and B
- ◆ Main page: home page
 - A: have search function; system setting and personal button
 - B: have hotspot ranking
- ◆ Main page: discover / search page
 - A: only have discovery classification
 - B: combine with search and discover
- ◆ Subpage: ceramic content page
 - A: all resources put in finding area
 - B: divide video and articles into two parts
- ◆ Subpage: quiz page
 - A: all questions put in one page
 - B: one question one page



Evaluation and some finds

- Overall evaluation of two prototypes
 - Low level fidelity: less details
 - Horizontal strategy: provide functions
 - Evolutionary prototyping type: add to future consideration
- Reasons of trade-offs
 - Based on the aims and items of our prototypes
 - In basic steps with some components and functions have not tested and constructed
 - Meet the requirements of concept (Peter Martinez, 2020)
- Dimensions of fidelity (H Sharp, Y Rogers & J Preece, 2002)
 - Visual and interaction: early stages to focus on procedures and actions with clearly buttons settled
 - Breadth and depth: based on horizontal focus on a range of functions
 - Content: low level, contents represented by frames



Evaluation and some founs

- People's evaluation
 - ◆ Prototype A: 3 people prefer.
 - Home page: clear, and easy
 - Quiz page: time saving finish in one page
 - ◆ Prototype B: 7 people prefer.
 - Home page: extra buttons and many functions not so clean
 - Search (Discover page): a content is less and simple, B is better.
 - Quiz page: answer one by one improve interaction and memory.
- Founds and New understanding
 - Ensure future process based on prototype B.
 - Add time limit function in quiz page.



References

- [1] Martinez, P. (2020, September 25). *What is Evolutionary Prototype?*. Retrieved April 14, 2022, from <https://mockitt.wondershare.com/prototyping/evolutionary-prototyping.html>
- [2] Preece, J., Rogers, Y., Sharp, H. (2002), *Interaction Design: Beyond Human-Computer Interaction*.



Q&A Section



Thank You!

