Human-Computer Interaction Group

Grundlagen der
Mensch-Computer-Interaktion
~ WS 2025/26 ~

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Assignment 10

Due 23:59 on Monday the 05.01.2026

Complete this assignment in groups of 4 to 5. **At least one group member should attend the auditorium exercise to present the results.** Document your deliverables for each assignment **directly** on your group's wiki page. The tutors will review your work based on the wiki page. There is no need to upload the results via the upload tool. The assignment may be done in German or English. We cannot accept late submissions.

Note Wiki File Upload: Files that are in the wrong namespace will be deleted without warning. Your group: `groupXX`, your namespace: `teaching:w25:gmci:groupXX`. Create your group namespace (if not listed in :teaching:w25:gmci): At your wiki page, upload your file, e.g. `yourImage.jpg`, and add `groupXX:` as prefix in the `:teaching:w25:gmci` namespace text field (after selecting your file!): `groupXX:yourImage.jpg`. The top of the window should now show *(you may need to reload the page)*:

teaching:w25:gmci:groupXX

Important: The work distribution list needs to show who did which subtask. "All" is not a valid entry. The names of the persons who have completed the task must be explicitly mentioned. People who do not appear in this list will not receive any points.

Description

In this assignment, you will start developing the software prototype based on your paper prototype and user feedback. In the next assignments, you will test this prototype with users and refine it. Remember that you are still at the prototyping stage. Don't be afraid to toss out your idea or parts of your idea for better ideas before you begin your software prototype. That's what the prototyping stages are for.

Task

Your task is to build a functional web prototype using HTML, JavaScript, and CSS. Using Wizard-of-Oz could be useful. We expect a level of interactivity in your prototype that would allow you to demonstrate what kind of interactions your system supports. At a minimum, we expect you

to be able to show how your system operates in the context of the paper-prototype scenarios (or modified scenarios) from your earlier assignment. You are not expected to implement a fully functional program covering everything you came up within the paper-prototype scenarios.

Focus on how a user would interact with your system at a high level. Do not waste too much time writing code for parsing user input and performing error checking. For example, if your program prompts the user for his/her name, it is acceptable to discard the actual user input and use a pre-determined value in the rest of your program. This prototype should be horizontal in that the screens are laid out but some features are not functional, and vertical in that one of the task-centered interactions can be finished to completion in later testing (i.e., you will give the tester a scenario and a task, and s/he will use your prototype's simulated interactions to finish the task to completion).

Try to apply what you have learned. You may take a look at Norman's Principles before starting. Also, be sure to go over the lecture on prototyping.

Exercise 1: Deliverable (35 points)

Update your Wiki page with screenshots of your prototype:

- Create a public Git repository on GitHub to work together. Put a link to your repository page into your wiki page. Start the software prototyping and keep the GitHub repository up-to-date. For a short tutorial on using GitHub and how to create a repository on GitHub, see the slides. More information available at:
  Reference: https://git-scm.com/docs, Book: https://git-scm.com/book/en/v2
  You can also use GitHub Pages (https://pages.github.com) if you like.

- Make screenshots of your implementation and make a short video to show the functionality.

- If you change your design or if you add or remove functionality, always remember to track the updates of these items on your wiki page and briefly point out any feedback or design principles that you based your changes on.

As usual, try to keep the text as clear and concise as possible. Do not write more than necessary. You are encouraged to include diagrams, sketches, and drawings where appropriate.