Team Project Deliverable #2
Low Fidelity Prototype Video & Critical Reviews
Worth: 8% (video) and 4% (critique) of your overall course grade
Video Due: Tuesday, April 3 at 11:59 p.m.
Critical Reviews Due: Thursday, April 5 at 11:59 p.m.
Last modified: 19 March 2018

Overview

In the second phase of the team design project, your team will develop a low fidelity prototype **that meets the requirements that came out of your early data gathering efforts**. You will create a video that demonstrates, in a clear step-by-step manner, the way in which a user can complete core tasks. The video will enable you to receive early feedback on your design from two other teams, and from the instructor. Your team will be responsible for providing feedback on the low fidelity prototypes of two other teams.

Steps

1. ***Develop low fidelity prototype****.* Based on the requirements that came out of your early data gathering, develop a low fidelity prototype of your project design. Your target users should be able to complete a minimum of **five core tasks** with the prototype. *Note:* You can use a technology of your choice to develop your prototype. Expression Blend, HTML forms, Powerpoint, or even simple office supplies (paper prototype!) are a few of your options.

2. ***Create a demo video of your prototype in action.*** Using either a video camera or screen recording software such as Camtasia or HyperCam, record a high-quality video that demonstrates, in a clear step-by-step fashion, the way in which a user can complete each core task using your prototype. Your video should be narrated and easy to follow; anyone who views your video should come away with a clear sense of how your prototype works. In order to provide a backdrop and context for your tasks, you are required to situate them within a representative *scenario* that is motivating your design. Your video should include a title screen that displays the name of your software and the names of your group members. The length of the video should be at least two minutes, and not longer than four minutes.

3. ***Critically review the prototype designs of two other teams***. Between April 3 and 5, your team will be assigned to review the videos of two other teams, and to critique the prototype designs of two other teams using a structured rubric. Your team is expected to perform the critical reviews as a team. I recommend that you do this in a face-to-face meeting at which you view the videos together, compile a list of comments, and then complete the rubric as a team.

4. ***(OPTIONAL) Run a low fidelity prototype study***. While it is not required, I strongly recommend that your team conduct a small low fidelity prototype study in which you have prospective users perform core tasks with your prototype while you video-record them and/or take notes. Ideally, you could run five participants through such a study, and iteratively refine your prototype after each test. However, running any number of participants through such a study will help to improve your design.

Assessment of Video

Your instructor will grade your videos based on a structured rubric that focuses on the clarity with which you present your design to a viewer, rather than on the quality of your design. (You will be provided with feedback and suggestions regarding the quality of your design in the critical reviews you receive of your video.) Be sure to consult OSBLE for the detailed rubric that will be used to evaluate your video.

Assessment of Critical Reviews

One of your team's two critical reviews will be randomly selected for evaluation according to a structured rubric that focuses on its quality, completeness, and helpfulness. Please see OSBLE for the rubric that will be used.

Assessing Team Members' Contributions to Project Deliverables

All team members are expected to contribute equally to all project deliverables. Early in the process of completing each deliverable, I recommend that your team devise and agree upon a plan that equally distributes the work across team members, and that your team leader take the initiative to ensure that each team member performs the work that was assigned to him or her. To ensure that all team members get credit for the work that they do and that team members do not "free load," I require that team members assess each other's (and their own) contributions toward each project deliverable. You are required to submit this assessment through OSBLE within 24 hours of each project deliverable resubmission deadline. For further details on how to do this, please carefully read the Team Member Assessment document available in the Projects folder on OSBLE. For the project deliverable, submit your assessment through the "Team Evaluation for *TDP #2*" assignments.

Handing in the Video

You should publish your video as "unlisted" on YouTube.com. This means that only those who have the private link to the video may view it. Someone on your project team should submit that link through the "*TDP #2a: Low Fidelity Prototype Video*" assignment in OSBLE by the due date. **If you would like to use an alternate form of submission, please approve it with your instructor first.**

Submitting the Critical Reviews

In the "TDP#2b: Critical Review of Prototype Video" assignment in OSBLE, your team will be assigned to review the videos of two other teams according to a structured rubric. Your team should complete the reviews by filling out the rubric for each video by the due date.