Assignment HCI-4

Title: Interface Prototype

Date of Completion:

Problem Statement:
Design an interface prototype for selected product / system.

Learning Objectives and Outcomes:
- Understand concept of interface prototyping in Human Computer Interaction.
- Design an interface prototype for selected product / system.

Requirements:
Notebook and Pen, SRS, Prototyping tool, user persona, UI tools.

Theory:
User Interface (UI) prototyping is an iterative development technique in which users are actively involved in making up of UI for a system.
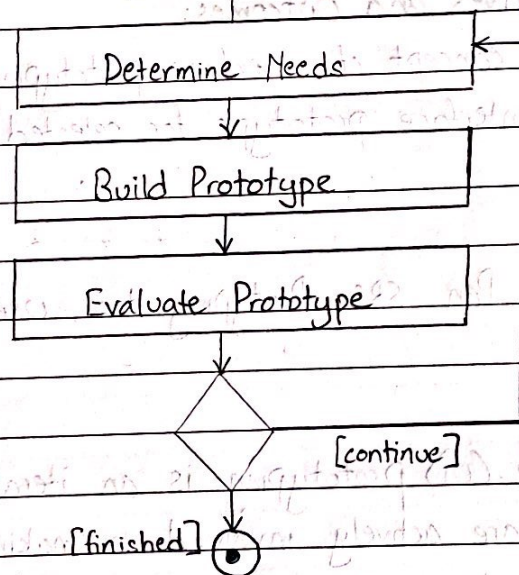UI prototypes have several purposes:

- As an analysis artifact that enables you to explore the problem space with your stakeholder.
- As a design artifact that enables you to explore the solution space with your stakeholder.
- A potential foundation from which to continue developing the system (if you intend to throw the prototype away and start from scratch then you don't need to invest in writing quality code for your prototype.

While you are determining needs of your stakeholders you may decide to transform your essential user interface prototypes if you created them to begin with sketches.

There are four high level steps in the UI prototyping process:

First step is to analyze the users' interface needs. User interface modelling moves from requirement definition into analysis. At this point you decide to evolve all parts of your traditional UI prototype.

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        ┌─────────────────────┐
        │   Determine Needs    │◄─────┐
        └─────────────────────┘       │
                   │                   │
                   ▼                   │
        ┌─────────────────────┐       │
        │   Build Prototype    │       │
        └─────────────────────┘       │
                   │                   │
                   ▼                   │
        ┌─────────────────────┐       │
        │  Evaluate Prototype  │       │
        └─────────────────────┘       │
                   │                   │
                   ▼                   │
                  ◇───────────────────┘
                  ◇      [continue]
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Sometimes evaluation is as easy as just asking someone to spend a few minutes to look at what you have built and other times it's as complicated as scheduling a meeting so that you can demonstrate software to a group of people.

- What's good about the UI prototype?
- What's bad about the UI prototype?
- What's missing from the UI prototype?

After evaluating prototype, you may find that you need to swap parts of it, modify parts and even add brand new parts.

UI prototyping tools
  Sketch, Figma, Adobe XD, Axure XD

Outcome of interface prototyping may highlight potential weaknesses such as
  (i) lack of shortcuts for expert users.
  (ii) lack of accessibility features.

Conclusion:
  UI prototyping for settled product is done.