	BITM 2313 **HUMAN COMPUTER INTERACTION**
	LAB 11: INTERACTION DESIGN IN PRACTICE
BITM 2313	**SEMESTER 2**	**SESSION 2020/2021**

1.0 OBJECTIVE

To design a low fidelity prototype application/Web sites/product using wireframe tools.
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2.0 INTRODUCTION

Prototyping helps designers to make decisions by eliciting information from users on: the necessary functionality of the system, operation sequences, user support needs, required representations, look and feel of the interface.

3.0 LOW-FIDELITY PROTOTYPING VS. HIGH-FIDELITY PROTOTYPING

High fidelity prototyping refers to prototyping through a medium, such as video, which resembles as closely as possible the final interface. High-fidelity prototyping uses materials that you would expect to be in the final product and produces a prototype that looks much more like the final thing. It tends to be popular with commercial organizations because they make the product appear very polished and aesthetically pleasing. Low fidelity prototyping involves the use of materials that are further away from the final version. It is cheaper and faster to develop.

4.0 WIREFRAME

Wireframe are used by User Interface deisgner to communicate their ideas about product design. Wireframes are low fidelity sketches or digital illustrations to show the basic structure of the user interface.

Please refer to this blog to enhance your understanding.

https://www.justinmind.com/blog/20-inspiring-web-and-mobile-wireframe-and-prototype-examples/

https://zapier.com/blog/best-wireframe-tools/

5.0 LAB ACTIVITY

In a group of 2 to 3 students, design a low-fidelity prototype using wireframing techniques to establish the basic structure of a page before visual design and content is added. You are free to choose any wireframe tools to create an interactive website or mobile apps prototype for Smart Home Technology, Smart Learning System, or Smart Online Shopping. Your wireframe should be a visual guide to the framework of your site and how it will be navigated.