CSCI 3160: Designing User Interfaces, Fall 2021
Group Project

Due date: Nov 15th, 12:00pm (noon) ADT.
Value: 10%
Marked out of 100.

Read this entire document carefully, and return to it during project work. Consult your project TA if you need clarification.

Milestone 2: Responding to Feedback, Design Revisions, Low-Medium Fidelity Prototyping, Cognitive Walkthroughs

For this milestone your team will review feedback from peers and TAs, and any comments on the graded Milestone 1 submission, and
- Reflect on feedback, review shared user research, propose revisions (15 marks)
- Create a low-fidelity prototype and evaluate it using your scenarios (20 marks)
- Create a medium-fidelity prototype (30 marks)
- Using your medium-fidelity prototype
  o Conduct in-context evaluations (Assignment 3)
  o conduct Cognitive Walkthroughs with your peers (15 marks)
  o make revisions based on these evaluations (20 marks)

Week 1: Revise Your Design
1. *Incorporate Feedback:*
- Consider the design feedback and comments given for your project and other projects in your session. In a short (~1 page) document, list any design issues raised or suggestions/feedback given and any ideas of how you might address them (it is OK if you don't have ideas for all of these yet).
- Identify aspects of your problem that you need to understand a bit better.
2. *User research:*
- Review existing research: is there detail in any of the resources you have already found that could be helpful in addressing the feedback and comments?
- Review research summaries from other teams: find new resources that enhance your understanding of your problem, by reviewing the summary documents (posted on Brightspace).
- Create a document (~1 page) that identifies the aspects of your problem that you studied in more detail and the information resources that were helpful, and explains why the resources were helpful. Include a direct link to each resource or a description of how to access it if a direct link is not possible. *Note: you may choose to update your personas, tasks, and scenarios to reflect new understanding, but such changes are not a requirement for your Milestone 2 submission.*
3. *Vertical, Low-fidelity mockup*
- Using paper (and related materials), Wizard of Oz

- Ensure that the prototype allows you to walk through one of your main (not extreme) scenarios. Walk through the scenario with the mockup and make refinements if appropriate.
- Make a short video showing the mockup in use for the chosen scenario.
- Include a folder with photographs of all materials used in your low-fidelity prototype, or description of your process if a photograph isn't appropriate.
- Summarize any design decisions or changes present in this mockup in a short (~1 page) document.

Week 2: Medium-fidelity prototype

1. *Medium-fidelity mockup*
- Using the wireframing tool covered in lab, Wizard of Oz, and/or functional approximations for an experience prototype (be creative!)
- Ensure that the prototype allows someone other than you (i.e. not a designer) to walk through all scenarios (possibly with designer assistance, especially in the case of a WoZ prototype).
- Save this version of your med-fidelity prototype in a folder* and include as part of your submission.
- Include a (~1 page) document describing how your prototype incorporates the design decisions made in week 1.
2. *In-context evaluation*
- Details to be provided in Assignment 3.

* in an appropriate format (wireframes, any WoZ source code, written description of how mocked-up features were achieved, links to 3rd party apps, etc.)

Week 3: Evaluate and revise medium-fidelity prototype.

1. *Cognitive Walkthrough*
- (in lab) use your medium fidelity prototype to conduct a cognitive walkthrough with peers on another project team.
- Format and procedural details to follow in class.
- Include the documents generated in the cognitive walkthrough in your milestone submission.
2. *Medium-fidelity mockup revisions*
- Make revisions determined through the cognitive walkthrough session.
- Incorporate revisions that address design issues uncovered in Assignment 3 (details to follow).
- Walk through scenarios again and make tweaks to the design as necessary.
- Write a short (~1 page) document summarizing your revisions.
- Save this version of your med-fidelity prototype in a folder* and include as part of your submission.

* in an appropriate format (wireframes, any WoZ source code, written description of how mocked-up features were achieved, links to 3rd party apps, etc.)

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Mark breakdown

Week 1: Revise Your Design			35
incorporate feedback	Issues are listed/summarized	4	
	Some potential design changes are listed	2	
	Summary is ~1 page	2	
user research	Document identifies aspects of design problem needing study	4	
	Document connects these aspects to specific information resources (where appropriate)	2	
	Document connects these aspects to feedback received in Milestone 1 (where appropriate)	2	
	Document is ~1 page	2	
low-fidelity mockup	Mockup is appropriate for stage in design.	5	
	Document shows how changes are connected to feedback and user research.	4	
	Lo-fi mockup photos/description included.	3	
	Video of one scenario walkthrough provided and is complete.	5	
Week 2: Medium-fidelity prototype			30
Design changes	Prototype reflects design decisions made in week 1 (assessed by comparing summary documents with prototype).	14	
Prototype fidelity	Prototype supports all scenarios from start to end.	10	
	Prototype is appropriate for stage in design	6	
In-context evaluation	*Marking will be done for individual assignments*		
Week 3: Evaluate and revise medium-fidelity prototype			35
Cognitive Walkthrough	Cognitive walkthroughs completed for all scenarios.	6	
	Documentation for the cognitive walkthrough included.	3	
	All team members provided cognitive walkthroughs for *another* team's scenarios.	6	
Prototype Revisions	Revisions made based on cognitive walkthroughs.	8	
	Design issues uncovered in Assignment 3 are integrated into main design	8	
	Design changes are described and connected to A3 and cognitive walkthrough outcomes.	4	