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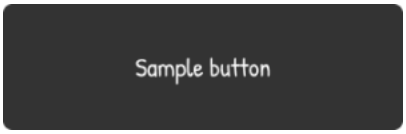
Low-Fidelity Prototype

These pages will display the low-fidelity prototype based on each epic story. To access our low-fidelity prototype on Figma, click here.

- Analyse Test Results (SE-87)
- Check Test Results (SE-90)
- Manage Test (SE-83)
- Participate in Test (SE-89)

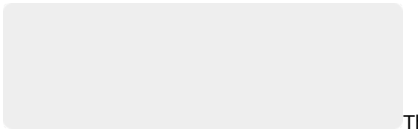
Style Clarification

For the demonstration of low-fidelity prototype, we identified three types of styles for buttons.



The black buttons with white text represent workable buttons in the flow of the demonstration.

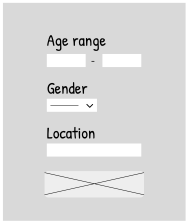
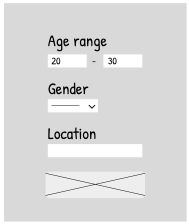
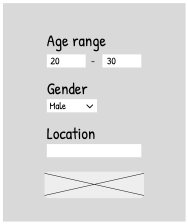
The crossed-out buttons represent workable buttons but served as a placeholder in terms of the demonstration.

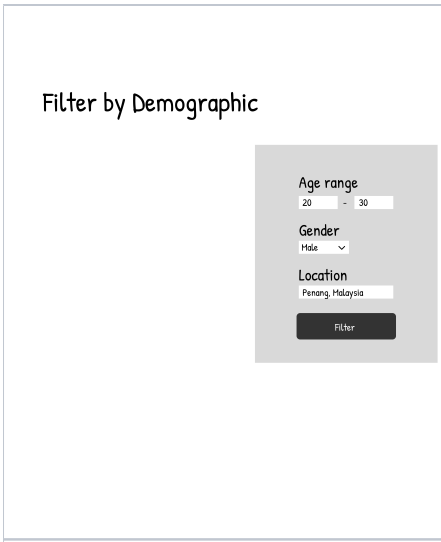
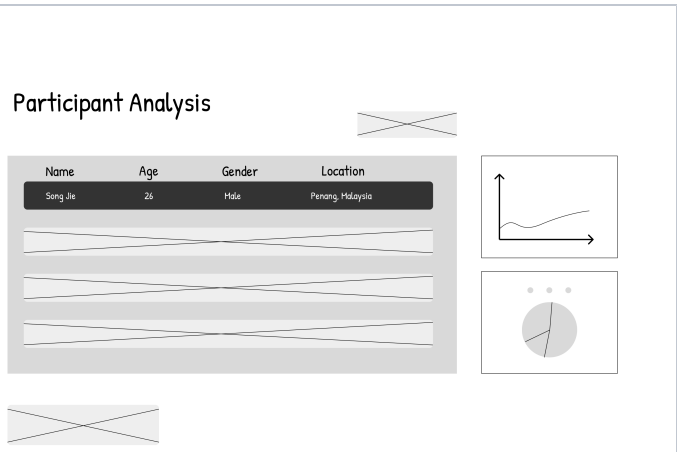

The light grey coloured buttons represent an unclickable button for the scenario. It required certain actions to become clickable.

Analyse Test Results (SE-87)

Filter results by user demographic (SE-99)

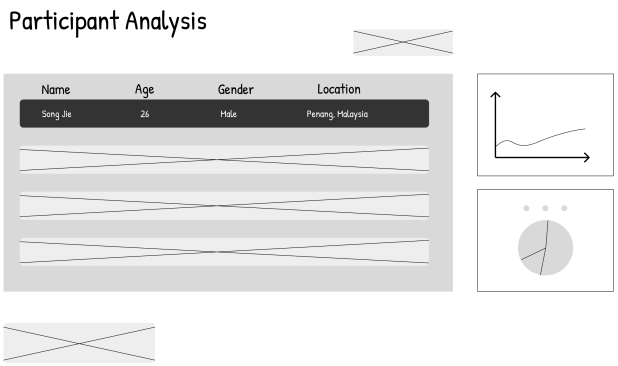
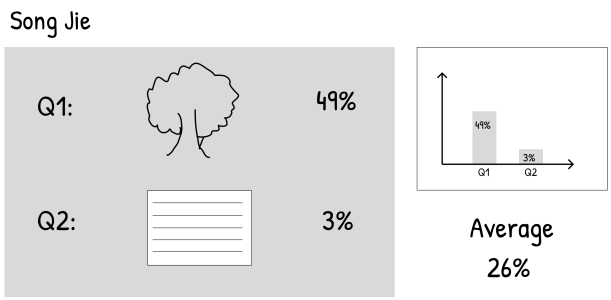
This will allow the administrator, Jonathan Bryant, to view participants by their demographic. The administrator has the option to narrow down the list of participants by their age range, gender, and/or location. They will click the 'filter' button, which then takes them to a page where they can specify the age range, gender, and/or location they are interested in. After clicking the 'filter' button, they are then presented with a list of participants that match the demographic identified.

Step 1	Step 2
	
The administrator is presented with a list of users. To filter by demographic, the user first clicks the 'filter' button	The administrator is presented with options to specify an age range, gender, and location. To filter, the user is not required to provide input for all three categories. But for the demonstration, the administrator will first enter an age range.
Step 3	**Step 4**
	
The administrator will then select a gender.	The administrator then enters a location.
Step 5	**Step 6**

	
The administrator clicks on the 'filter' button to confirm the demographics they have specified.	Participants that match the demographic information that was input, in this case that includes Song Jie, are displayed.

View specific user results (SE-100)

This allows the administrator to view a specific user's results on the test. By clicking on the button specific to a user (Song Jie), they will then be taken to a page that displays their responses, and their probability of having synaesthesia.

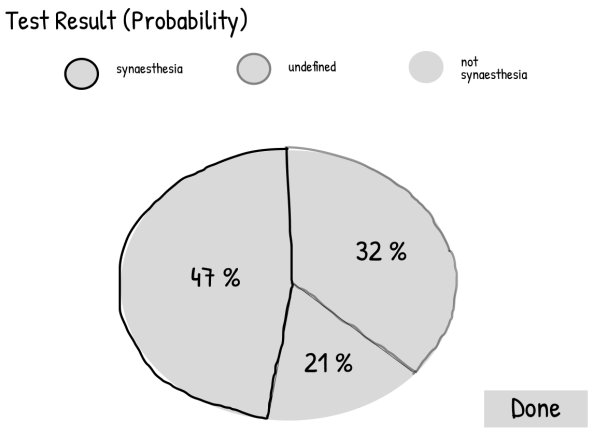
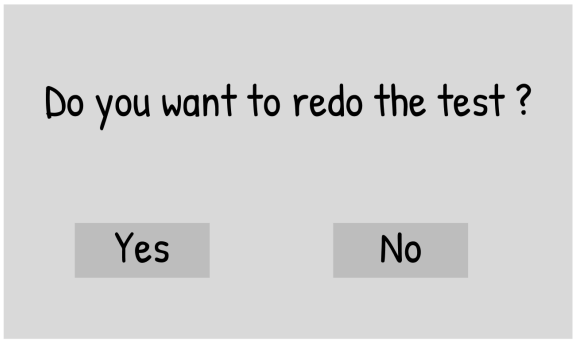
Step 1	Step 2
	
The administrator clicks on the participant's (Song Jie's) button.	The administrator is presented with the responses (Q1 was drawn, and Q2 was written in text) the participant has made. It also displays the probability of synaesthesia calculated for each question alongside the responses, as well as in a bar chart. The average probability of them having synaesthesia is displayed as well.

Client feedback

- Incorporate changes made to the test pages suggested by the client into the participant analysis pages
- Add an option to export/download participant results to a CSV file

Check Test Results (SE-90)

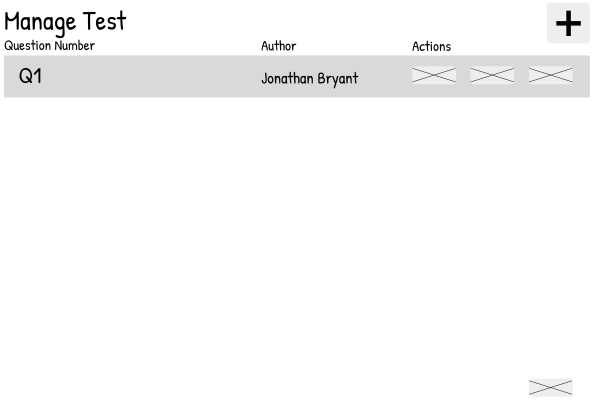
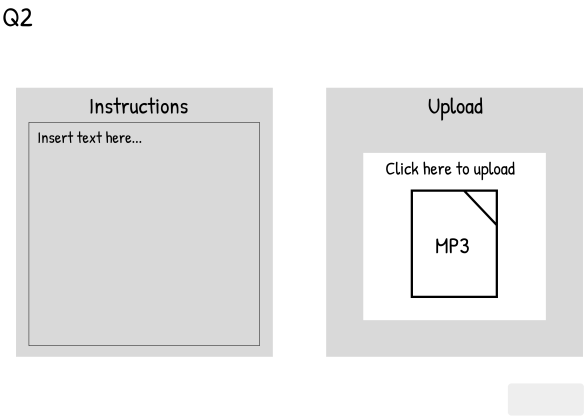
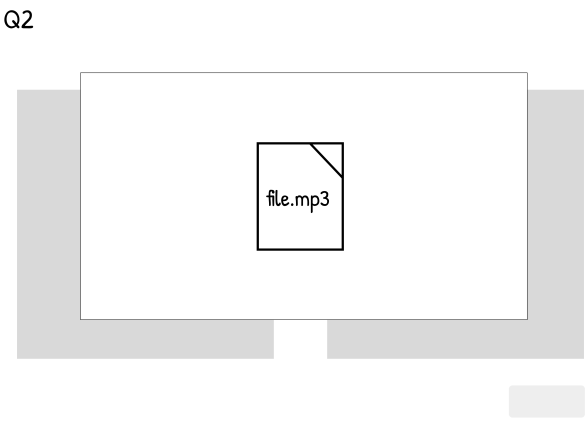
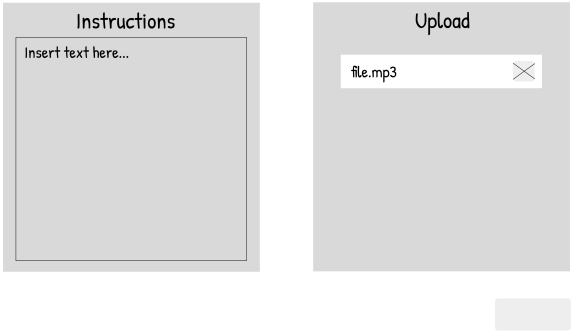
In this screen, we have shown how the study participant (Ayanda Issa) and the possible Synaesthete (Song Jie), check their test results after they complete their test in Participate in Test (SE-89).

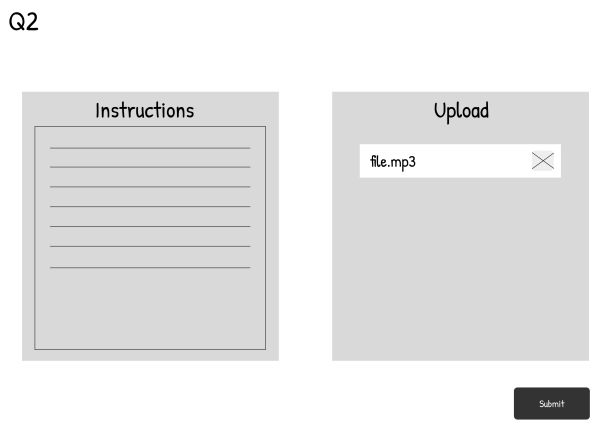
Step 1	Step 2
	
The participants will be shown the test results in probability, which includes the probability of having Synaesthesia, probability of not having Synaesthesia and probability of cannot define whether participants have Synaesthesia. When the participants finish viewing the test result, they click on the button Done.	After the button Done is clicked, the participants will be asked whether they want to redo the test again if they are not satisfied with the test results they received.

Manage Test (SE-83)

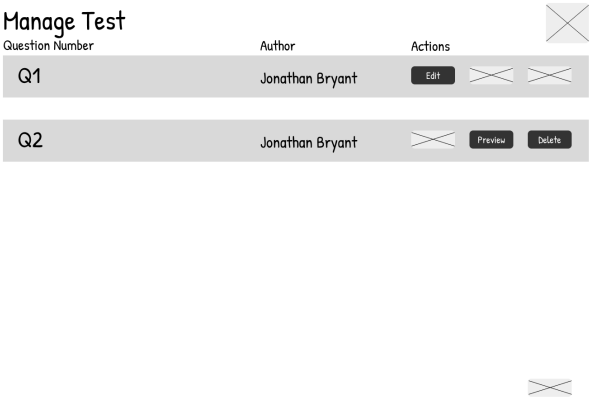
Create new question (SE-84):

In this screen, we have shown how the administrator, Jonathan Bryant, will be able to create a new test question by clicking the '+' icon, and then is able to upload a new music file, and add some instructions that the participant will be seeing when they are doing that particular question. On clicking the submit button, the new question is added as part of the test.

Step 1	Step 2
	
The administrator clicks on the 'plus' button to start creating a new question.	The administrator has the option of inputting instructions by text, and uploading an mp3 file. The administrator will click on the button with 'click here to upload' to start selecting a mp3 file.
Step 3	**Step 4**
	
The administrator selects 'file.mp3' from their file browser and uploads it to the web application.	Now that the 'file.mp3' has been uploaded, the administrator can input text into the instructions section.
Step 5	**Step 6**



Now that 'file.mp3' has been uploaded, and the instructions have been typed, the administrator can click on the 'submit' button.

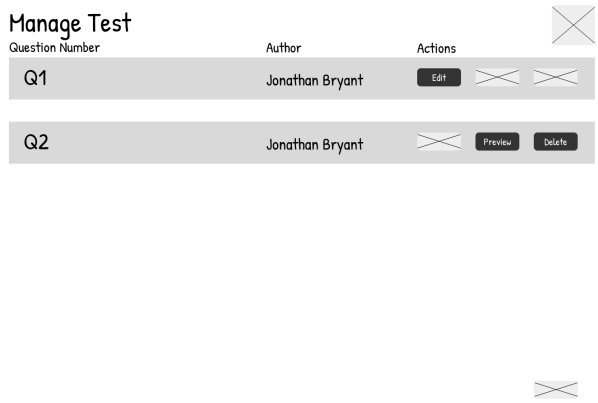


Question 2 is now present on the test, and is displayed on the manage test page.

Update existing question (SE-95):

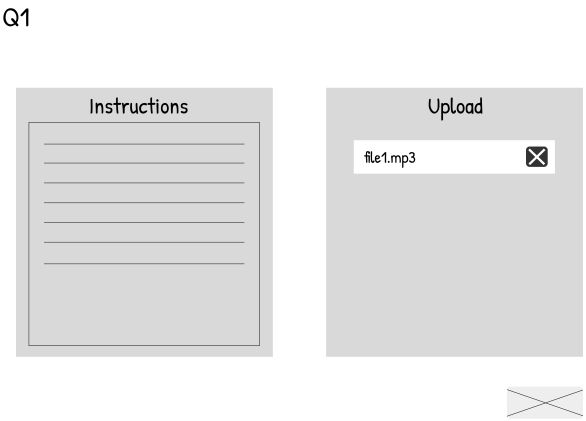
In this screen, we have shown how the administrator will be able to update an existing question when they click the 'edit' button. They are then able to remove the existing music file and upload a new file, and then on clicking the submit button, the question is updated with the new music file.

Step 1



The administrator wants to edit question 2. They will first click on the 'edit' button next to question 2.

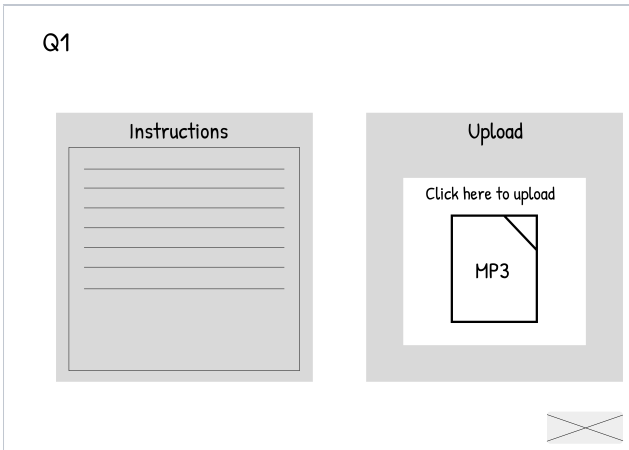
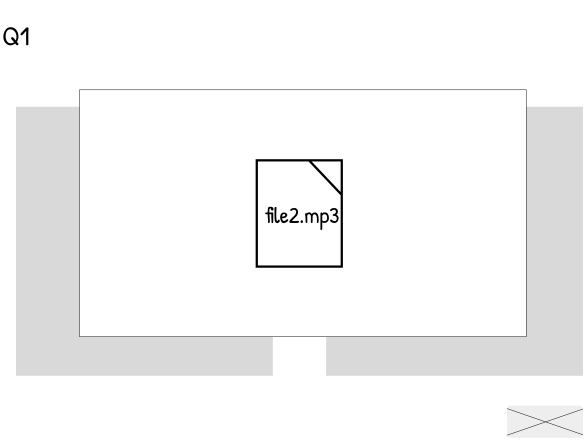
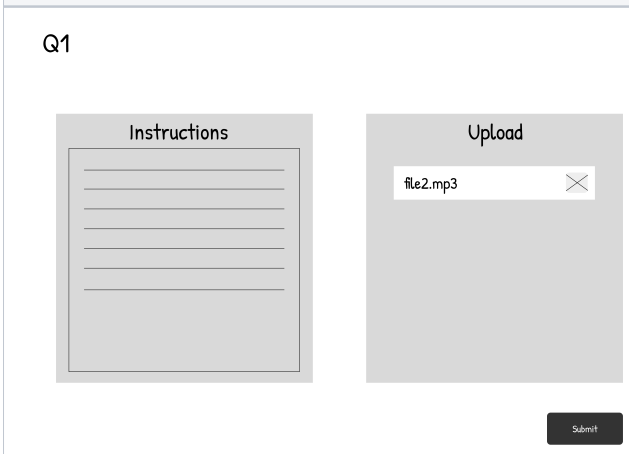
Step 2



The administrator wants to reupload a different mp3 file. Therefore, they will click on the 'cross' button next to 'file1.mp3' to delete it.

Step 3

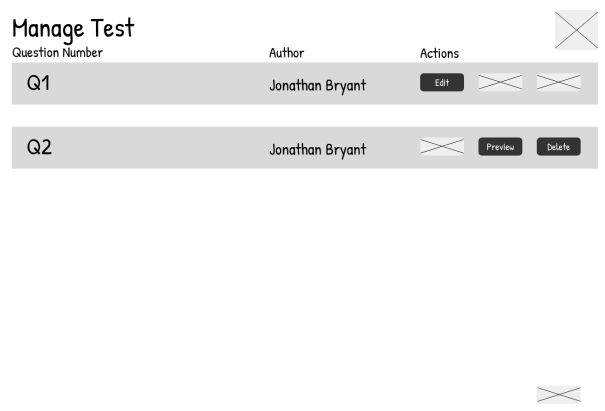
Step 4

	
Next, the administrator will click on the button with 'click here to upload' to start selecting a new mp3 file.	The administrator selects 'file2.mp3' from their file browser and uploads it to the web application.
Step 5	
	
To confirm their changes they will click on the 'submit' button.	

Preview test (SE-94):

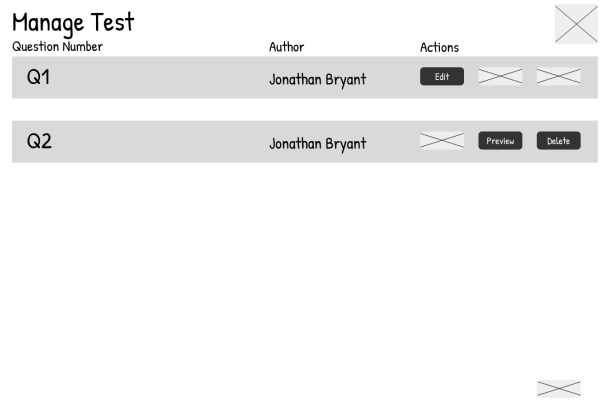
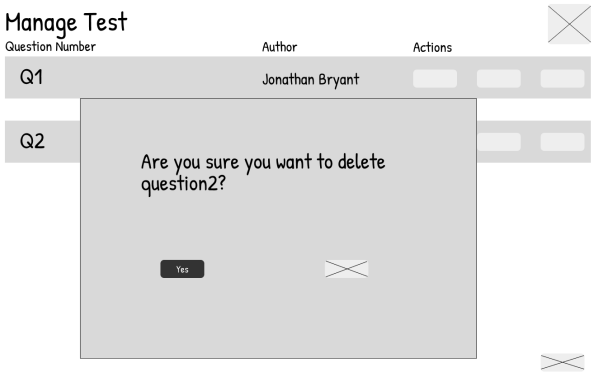
In this screen, we have shown how the administrator will be able to preview the test question similar to what the participant sees when they attempt this question by clicking the 'preview' button. On clicking the 'return' button, they are taken back to the original manage test screen.

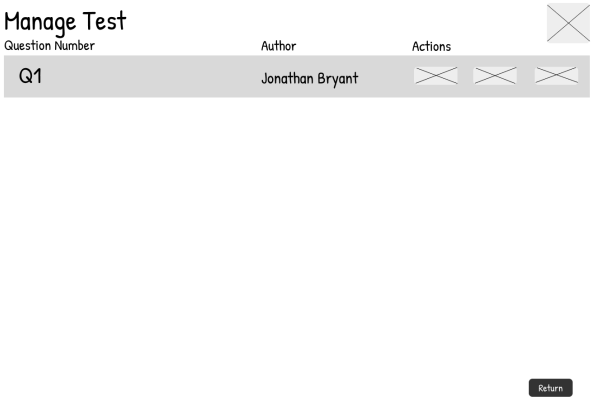
Step 1	**Step 2**

	
The administrator clicks on the 'Preview' button on the question2 record.	The test page for question 2 will be displayed. This page showed what question 2 looks like for study participants and possible synaesthete. Adminstor will be directed to the management page by clicking on the 'Return to management' button.

Delete question (SE-95):

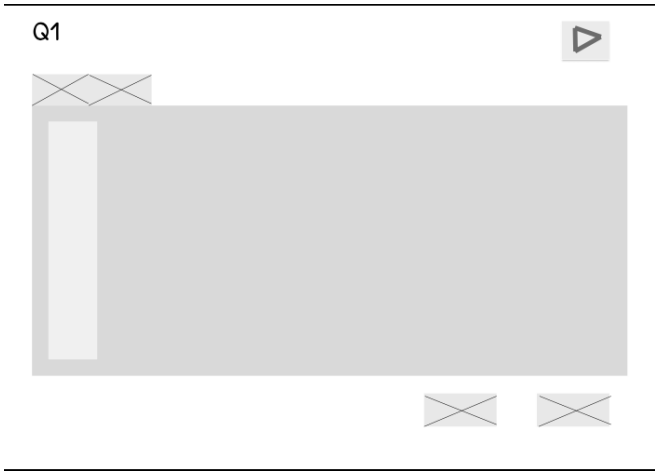
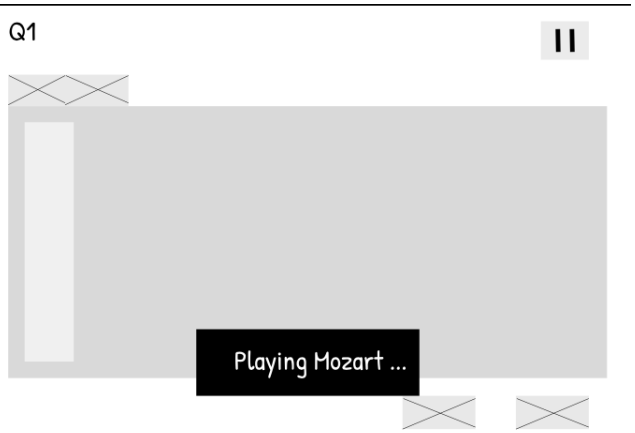
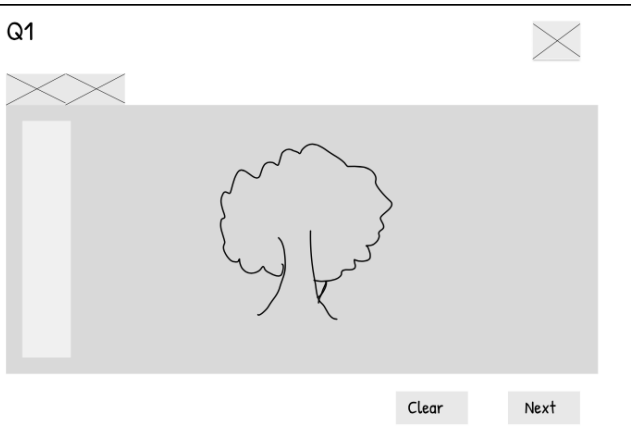
In this screen, we have shown how the administrator will be able to delete a test question from the management page.

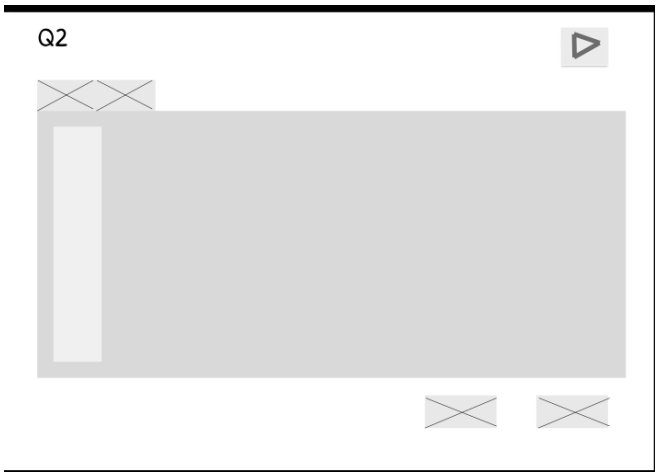
Step 1	**Step 2**
	
The administrator clicks on the 'Delete' button on the Q2 record.	The confirm window will be pop-up with options yes or no displayed as buttons. For demonstration, administrator will click on the 'Yes' button.
Step 3	

	
The administrator clicked on 'Yes' and question 2 will be deleted. The 'Return' button will direct the administrator to the home page.	

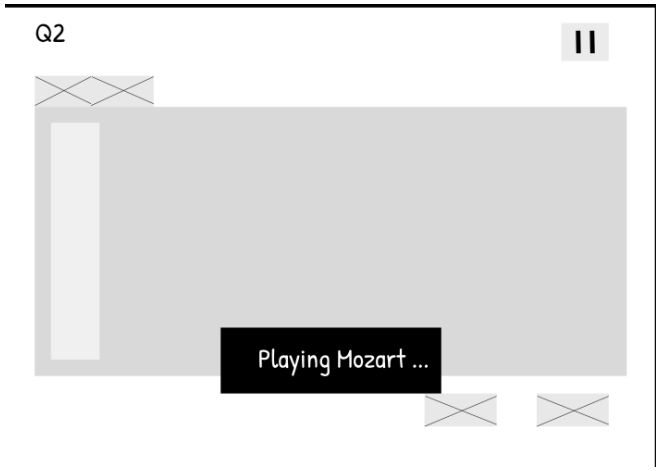
Participate in Test (SE-89)

In this screen, we have shown how the study participant (Ayanda Issa) and the possible Synaesthete (Song Jie), able to participate in the test with two questions available. They choose draw option to answer the first question and text option to type out their answer and use generate button to generate the image based on their text. On clicking the submit button, the test is finished and the result is generated in Check Test Results (SE-90).

Step 1	Step 2
	
The participants click on the play button to start playing the music of question 1.	The music is now playing and the participants can pause the music simply by clicking the pause button.
Step 3	**Step 4**
	
The participants can replay the music by clicking the play button. Otherwise, they can choose the draw options by clicking the draw button and use the pencil to draw something. Client suggested that participants must choose colour from colour picker first. After that, they can check the checkbox of "see something more?" and draw on the whiteboard. Besides, client also suggested that the participants can draw while listening to the music instead of only allowing them to draw after listen to the music. The team decided not to make these changes in low fidelity prototype because of time constraint and the team will implement it in high fidelity prototype.	The participants can choose to clear the drawing if they are not satisfied and this will lead to step 3. If the participants are satisfied, then they can click on the next button to do the next question.
Step 5	**Step 6**



The participants click on the play button to start playing the music of question 2.

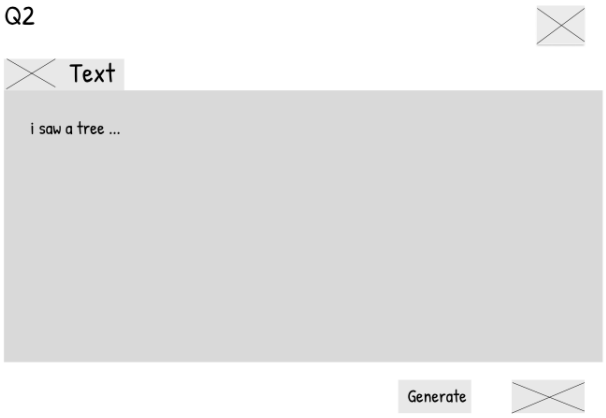


The music is now playing and the participants can pause the music simply by clicking the pause button.

Step 7

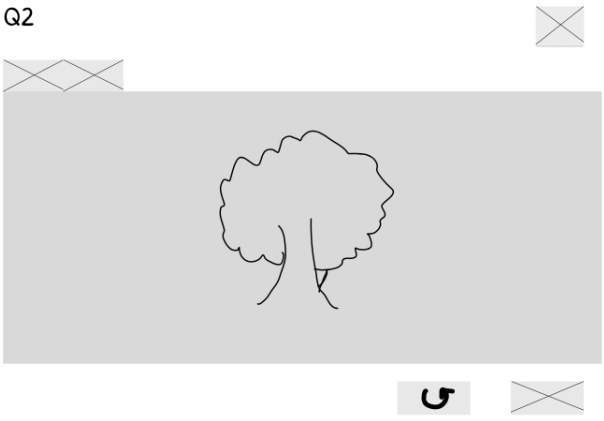
The participants can replay the music by clicking the play button. Otherwise, they can choose the text options by clicking the text button and type anything in the middle blank space.

Step 8

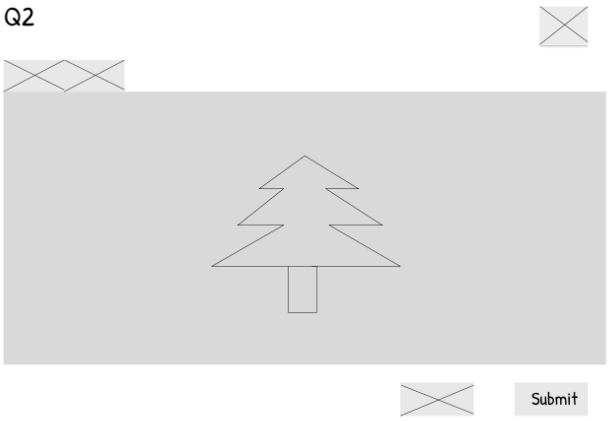


The participants click on the generate button to generate an image based on their text.

Step 9



Step 10



If the participants are not satisfied with the image generated, they can click on the redo button to regenerate another totally different image.	Once the participants are satisfied with the image generated, they can click on the submit button to submit their test.