1. Your chosen system ought to be as ubiquitous as possible. Is this possible? How would you do this? Does this affect your design?

2. The next step of the process is to create a medium fidelity prototype. Research available prototyping tools on the web and discuss.

In this project, we used the pencil application to make the medium fidelity prototype. It is an application that provides various built-in shapes collection that can be used to design different type of interface from desktop and mobile platform.

Pencil was also the best choice for us since we learned it during the start of the semester in Human and Computer interaction module which is very advantageous as we don’t have to look for tutorials on how to use the application.

3. Using the results of your evaluation (last week) and the level of ubiquity you perceive in Question 1 above, create a medium fidelity prototype of your system.

4. what HCI models can be used to evaluate your prototype?

5. Evaluate your medium fidelity prototype. Do your evaluation methods differ substantially from your low fidelity evaluation methods?

6. Has your design process adhered to the life cycle outlines in Week 1?

We believe we have adhered to the design process that we have chosen, which was the iterative life cycle by making a basic design in week 1 and improving it on a weekly basis. We’ve also been very flexible on how we decide on the design and how we tackled different challenges encountered during the process which is one of the things that you must follow when choosing the iterative life cycle.