Human Computer Interaction Laboratory

ASSIGNMENT NUMBER: 4

NAME OF THE ASSIGNMENT: **Prototype and wireframe**

PROBLEM STATEMENT:
Prototype and wireframe: Students are expected to choose a problem statement and identify – Types of users going to use (age, experience, environmental conditions during use etc..) Minimum 3 scenarios of use Create paper-based prototypes for scenarios. Use any open-source tool to wire frame scenarios.
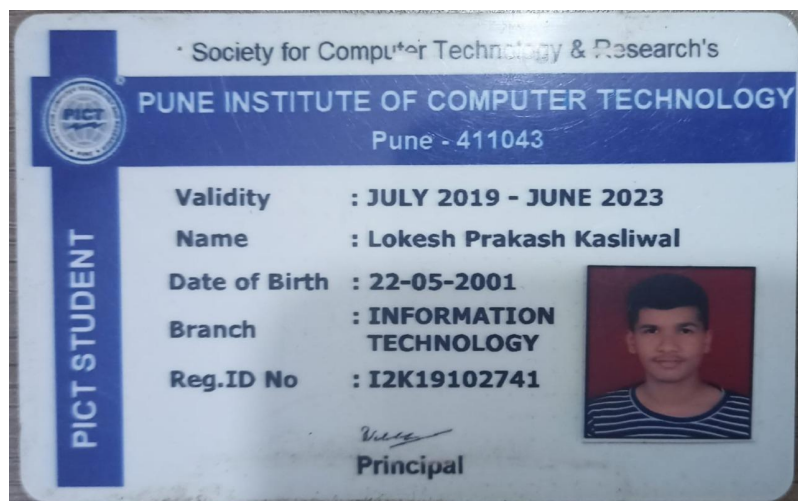
GROUP NUMBER: 6

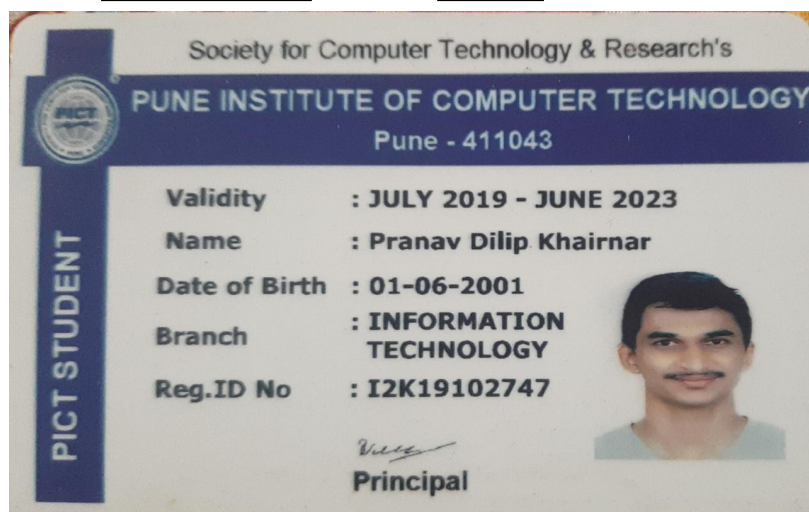**TOPIC:** Website for Bakery

GROUP MEMBERS:

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3. **Roll Number:** 33327   **Name:** Pranav Khairnar

ASSIGNMENT - 04

AIM :- Prototype and Framework

PROBLEM STATEMENT :- students are expected to choose a problem statement and identify - Types of users going to use (age, experience, environment condition during use etc). Minimum 3 scenario of use create paper-based prototype for scenarios. Use any open source tool to wireframe scenarios.

THEORY :-

• What is Prototype ?
→ A website prototype is any mock-up or demo of what a website will look when it goes live. It can be anything from paper sketch to clickable HTML prototype.

• What is High fidility and low-fidility designs?
→ ① Low fidility prototypes are often paper based and do not allow user interactions. They range from a series of hand drawn mock-ups to printouts. In theory, low-fidility prototypes are helpful in enabling early visualization of alternative design solution, which helps provoke innovation and improvement.

2) High-fidility prototypes are connected computer-based and usually allow realistic (mouse-keyboard) user interaction. High-fidelity prototypes take you as close as possible to a true representation of the user interface. High fidelity prototypes are assumed to be much more effective in collecting true human performance data and in demonstrating actual product to clients.

- What is the need of wireframes?

→ Wireframes brings clarity to projects, allowing to work through all the interactions and layout needs.

- Wireframes gets your client thinking about what their need really are and helps them define their project goals and what their primary focus should be.

- Having your wireframe handy can make it easier for you to communicate your ideas to your team.

- Conclusion :-
We have created different prototypes on paper and understood the importance of drawing a prototype before actually creating a project.

PAPER BASED PROTOTYPES:

1. HOME PAGE:

Contents:
1. Header
2. Navigation bar: Multiple buttons
3. Main contents: ordering items, and About the shop
4. Footer
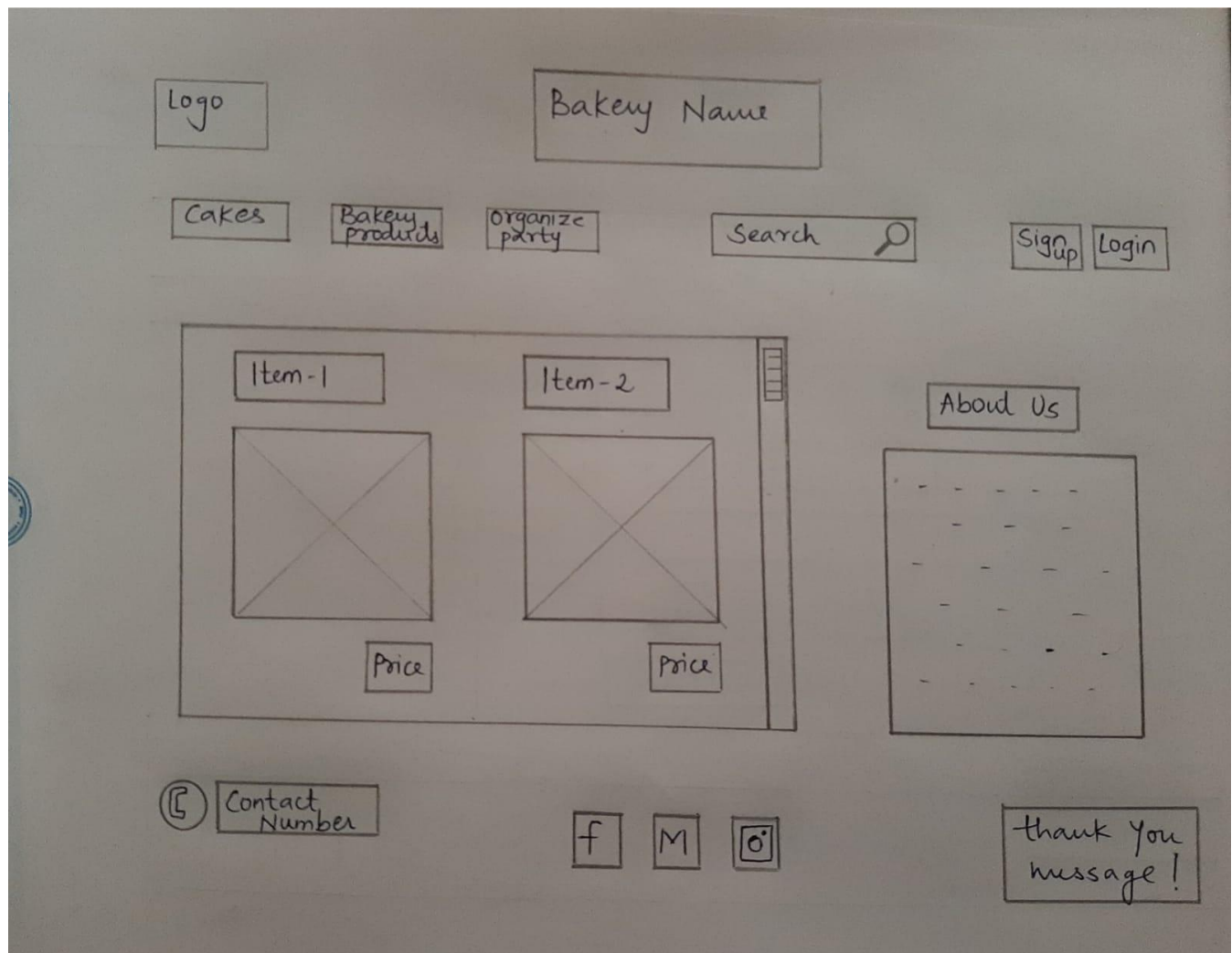
2. ORGANIZE PARTY PAGE
(collecting info about the customer)

Logo	Bakery Name

Cakes | Products | Organize Party | HOME | Search 🔍 | Sign up | Log in

Organize a Party

Cakes	list of cakes ▼
Phone	▼ - [_ _ _ _ _]
Address	[_ _ _ _ _]
Date	D - M - YEAR

CONFIRM

ⓒ Contact Number

f M ⓞ

thank you message !

WIREFRAMES:

LINK: https://whimsical.com/6sRAX9sqzq2XMSNWG9v5N7
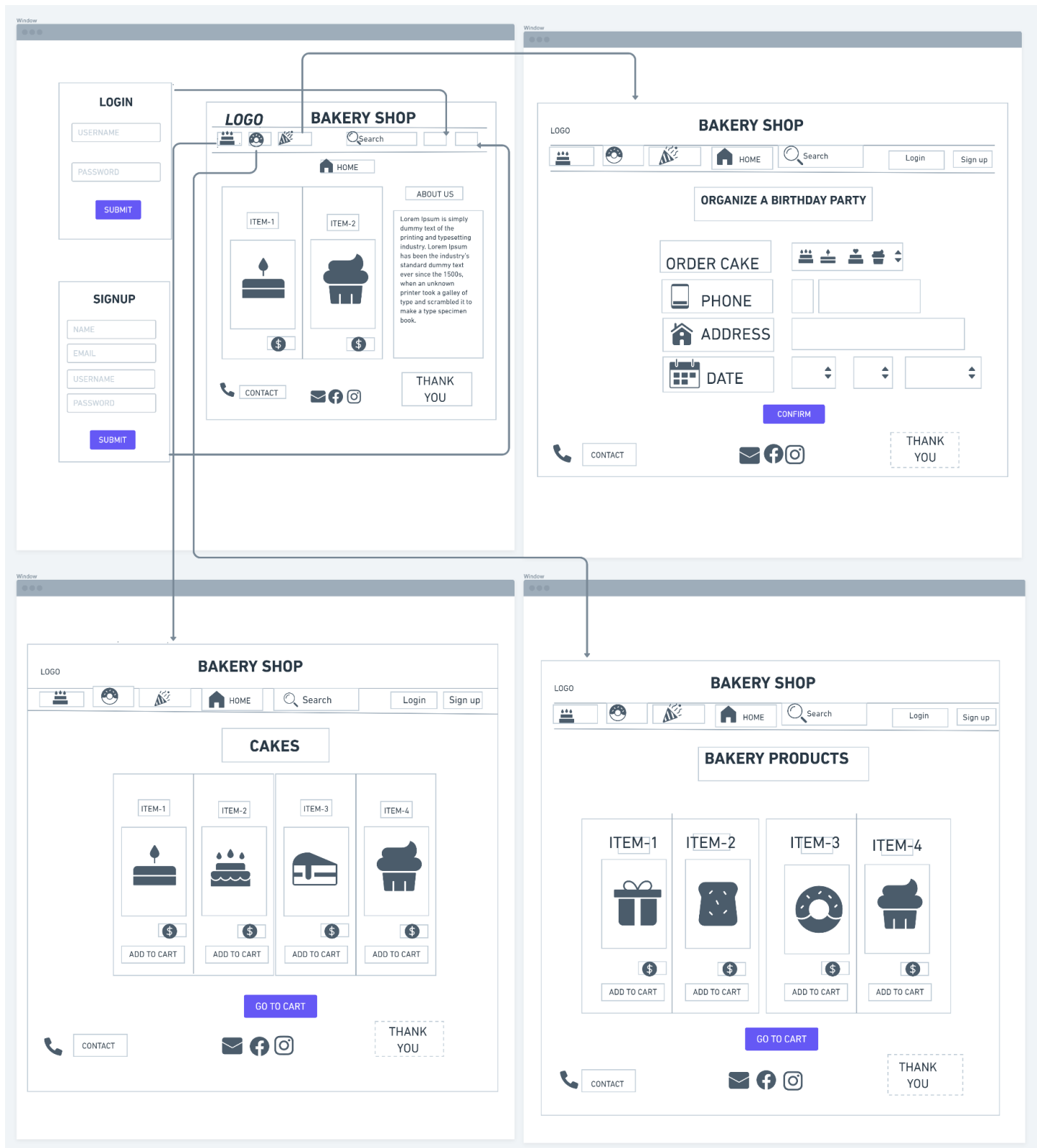
WIREFRAMES:
MAIN PAGE:
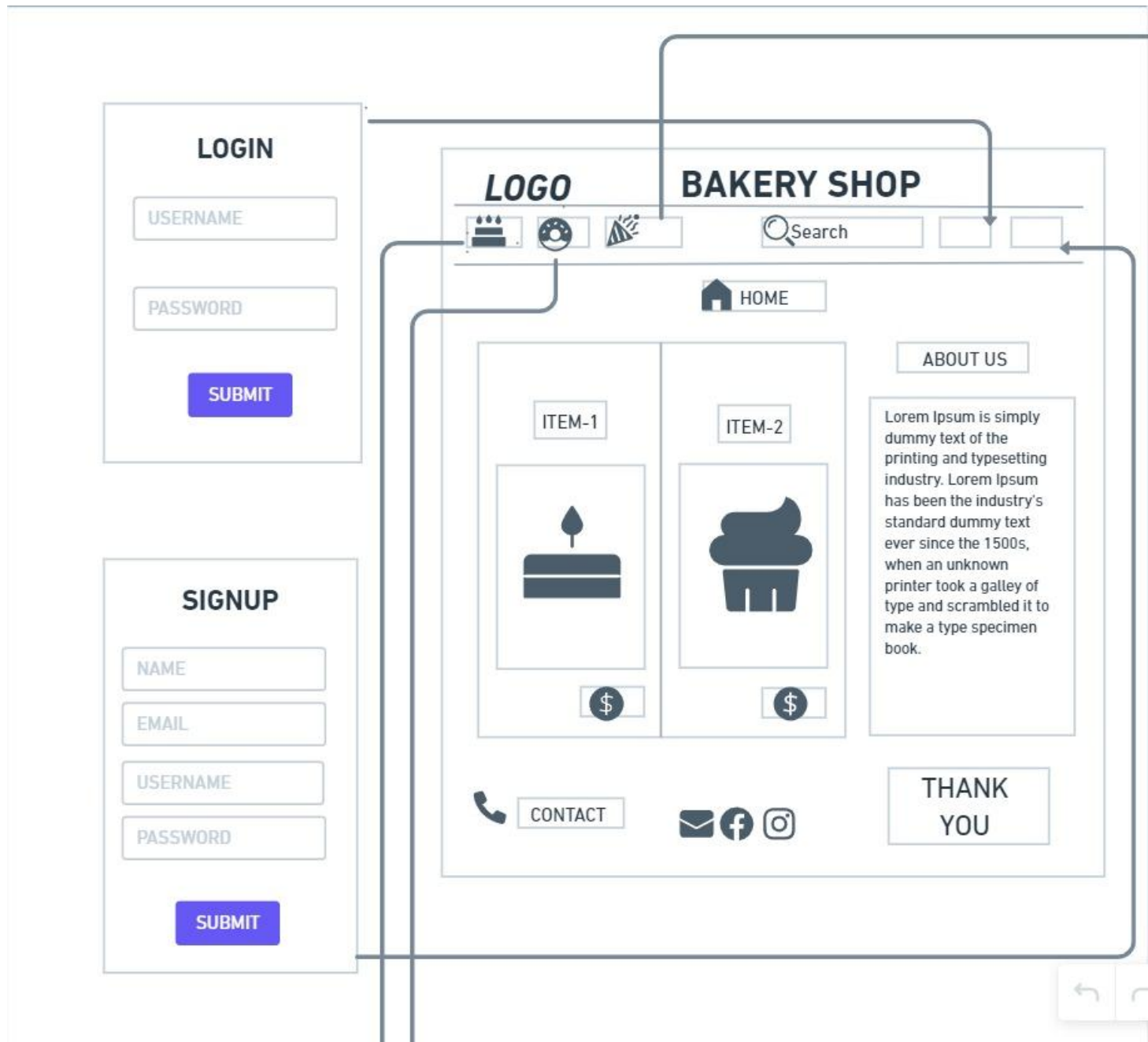
ORDER BAKERY PRODUCTS:

BAKERY SHOP

LOGO

🎂   🍩   🎉   🏠 HOME   🔍 Search   Logout   🛒

BAKERY PRODUCTS

ITEM-1	ITEM-2	ITEM-3	ITEM-4
🎁	🍞	🍩	🧁
$	$	$	$
ADD TO CART	ADD TO CART	ADD TO CART	ADD TO CART

GO TO CART

📞 CONTACT   ✉️ 🅕 📷   THANK YOU

ORDER CAKES:

BAKERY SHOP

LOGO

HOME | Search | Logout

CAKES

| ITEM-1 | ITEM-2 | ITEM-3 | ITEM-4 |

$ | $ | $ | $

ADD TO CART | ADD TO CART | ADD TO CART | ADD TO CART

GO TO CART
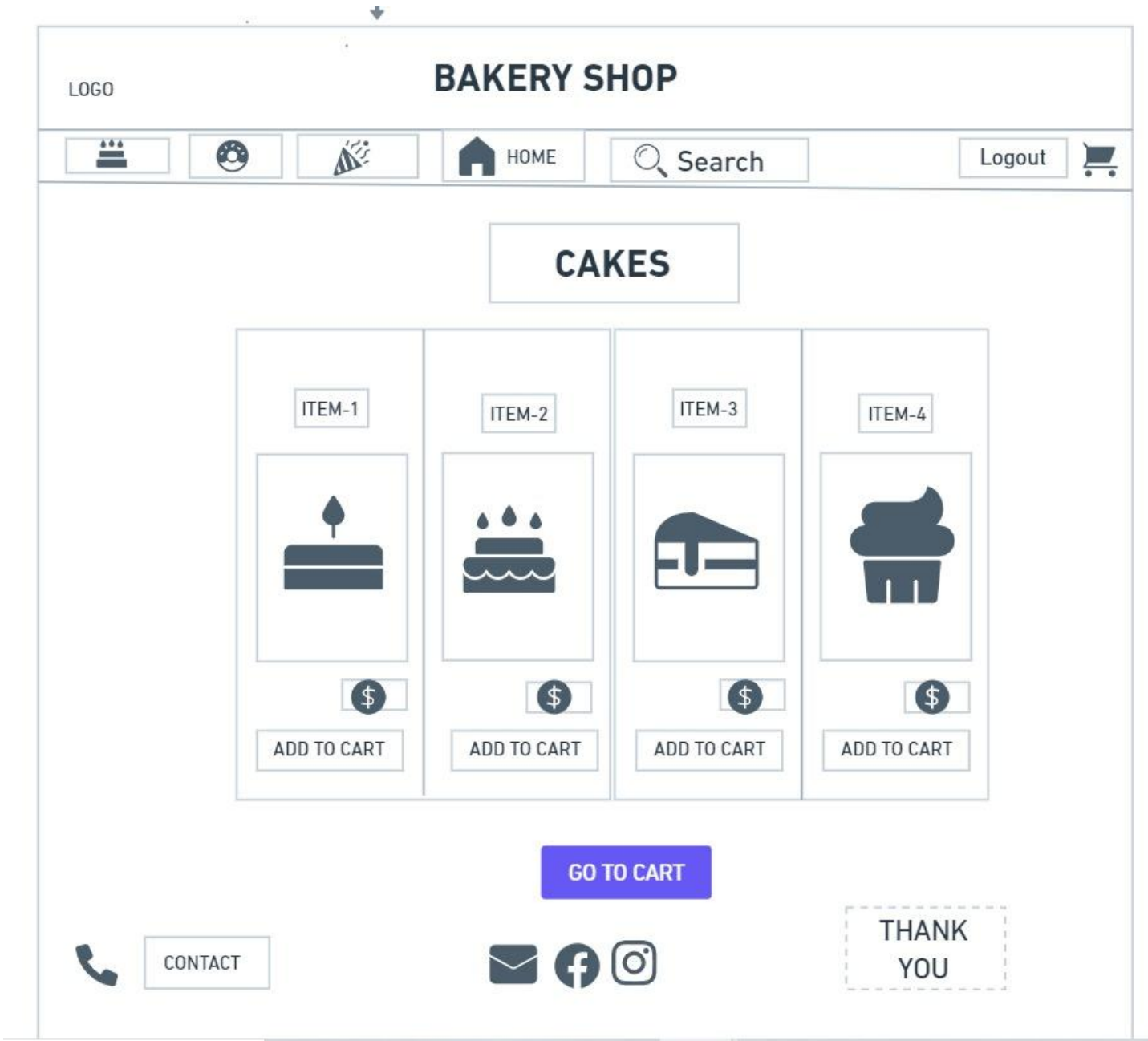
CONTACT

THANK YOU

ORGANIZE A BIRTHDAY PARTY:

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