

Stage IV: Computer prototype

In this stage, according to the results obtained during the paper prototype tests, you are going to develop a computer prototype.

Objective: Develop a computer prototype of an interactive system.

Description: According to the results you got from the paper prototype tests in stage 3, you should create a new prototype running on a PC. This prototype should be:

- High fidelity in look: explore the graphic design of your final application. Make choices about screen layout, colors, fonts, alignment, icons...
- Medium fidelity in feel: the prototype should behave as the real system. It is supposed to run on a PC with keyboard and mouse. In case your application requires different interaction devices, you will have to be creative to simulate it.
- Medium fidelity in breath: support, at least, the scenarios and tasks defined in stage 2.
- Low fidelity in depth: don't put much work on the back-end.

Your prototype does not need to be functionally complete, but should be complete enough to give a convincing impression to candidate users. This prototype will be distributed to another working group of the class. They will do a heuristic evaluation of your prototype and produce an evaluation report. The prototype should run on a conventional PC with keyboard and mouse. Exceptional cases should be immediately reported to the teacher, so as to be handled on time. You can use any appropriate tool to develop your prototype (VB, flash, Java Swing, JavaFx,...).

Report: The project should be submitted via Moodle for later downloading and evaluation. After being submitted it can not be changed. The submission should be made in a single zip file, identified by IPM-st4_num1.zip. The report must include:

- name: the name used in the submission
- startup instructions: specify the necessary requirements to run your prototype. Give brief instructions for starting it up.
- briefing; the "briefing" you gave to the users in stage 3, describing your application.
- Scenarios; developed during stage 2 to help evaluators understand and evaluate your application.
- Also describe which parts of your prototype are incomplete, so evaluators know what is supposed to work and what is not.

Deadline: June, 6th(Sunday).