

# GEORGI BIRMAN

Dear guest this is online portfolio for the course Building Engaging Prototypes

I am student who study the User Experience Design in the Haagse Hoge School University

Accademic year 2018 – 2019

Start



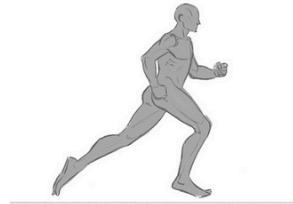
Student ID: 14035448

## Georgi Birdman

Intro

### PROJECTS

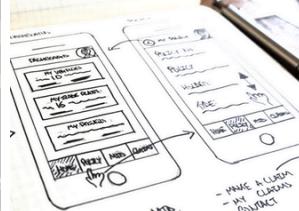
- 1.1 – Lo-fi prototyping
- 1.2 – Non-visual prototyping
- 2.1 – Wireframes and usability testing
- 2.2 – Hi-fi prototype and expert review
- 3.1 – Exploratory Prototyping
- 4.1 – Experience Prototyping



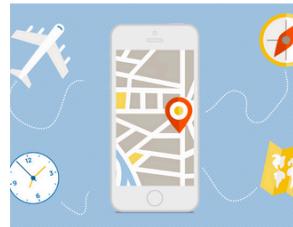
1.1 – Lo-fi prototyping  
2019



1.2 – Non-visual prototyping  
2019



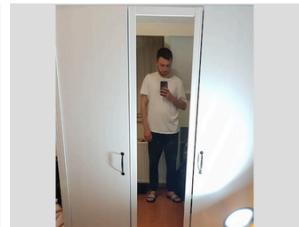
2.1 – Wireframes and usability testing  
2019



2.2 – Hi-fi prototype and expert review  
2019



3.1 – Exploratory Prototyping  
2019



4.1 – Experience Prototyping  
2019

# Assignment 1. 1: Low-fidelity prototyping

Fitness tracker for smartphone and smart watch

## Introduction

The first assignment of the course was to create a **lo-fi paper prototype** of fitness tracking app for smartphone and smart watch.

The interface should include:

1. start and stop tracking in response to user's input;
2. track the burned calories, traveled distance, and current speed;
3. display this information in real time to the user;
4. display tracked data per day / week / month;



First draft of the Smartphone and Watch application prototype

## Description

This is the first version of the paper prototype for the fitness tracking app for the phone and watch. Phone prototype consist of 6 screens, where the watch has only 5. Phone:

The first screen shows the logo and access of the app in the phone folder. Second screen providing the user information of the synchronized devices as the smart-watch, battery status and the music playlist. As the user proceeds to the next step, he should set-up his current goal for upcoming sport activity. When the all parameters are set, he goes to general overview of the upcoming activity.

Meanwhile, his run he can turn off the phone and proceed with his activity. As his activity comes to the end screens number five and six will provide the user the general summary of his completed tasks.

Smart-watch:

At the start you see the connectivity of the app to the phone. When the user presses OK, the interface takes him to the setting up screen. User have to put up his seeking goal parameters and then click calculate. Next page will indicate the bar which shows the user his current status, position, of the work and how long does it take in order to achieve his seeking goal. When the user will click or swipe on interactive lock icon, meaning he started with his activity. Meanwhile, user performing his activity, last two screens of the smart-watch indicate his current health/body parameters as well as time it is been since he started.

## Testing Feedback

In the class, I went around to ask my fellow classmates to test my sketch prototype. I wanted to see their experience in interaction of my and concept. Also, I was seeking for design and context feedback, from which I will make my further improvements for the final prototype.

**1. Participant – DOMINIK**

Phone prototyping requires more organization and hierarchical structure. Titles of the screen should be clear or not present at all. Connection between the application and the smart-watch not that clear.

**2. Participant – IVAN**

Too much happening on the screen really overwhelming. Plenty of functionalities and features on one page.

Where is the previous history overview?

Maybe indicate yes or no choices for the user? As in to connect to the smart watch pop-up or something.

Status of speed, calories in real time should be more visible to be understood from the first sight.

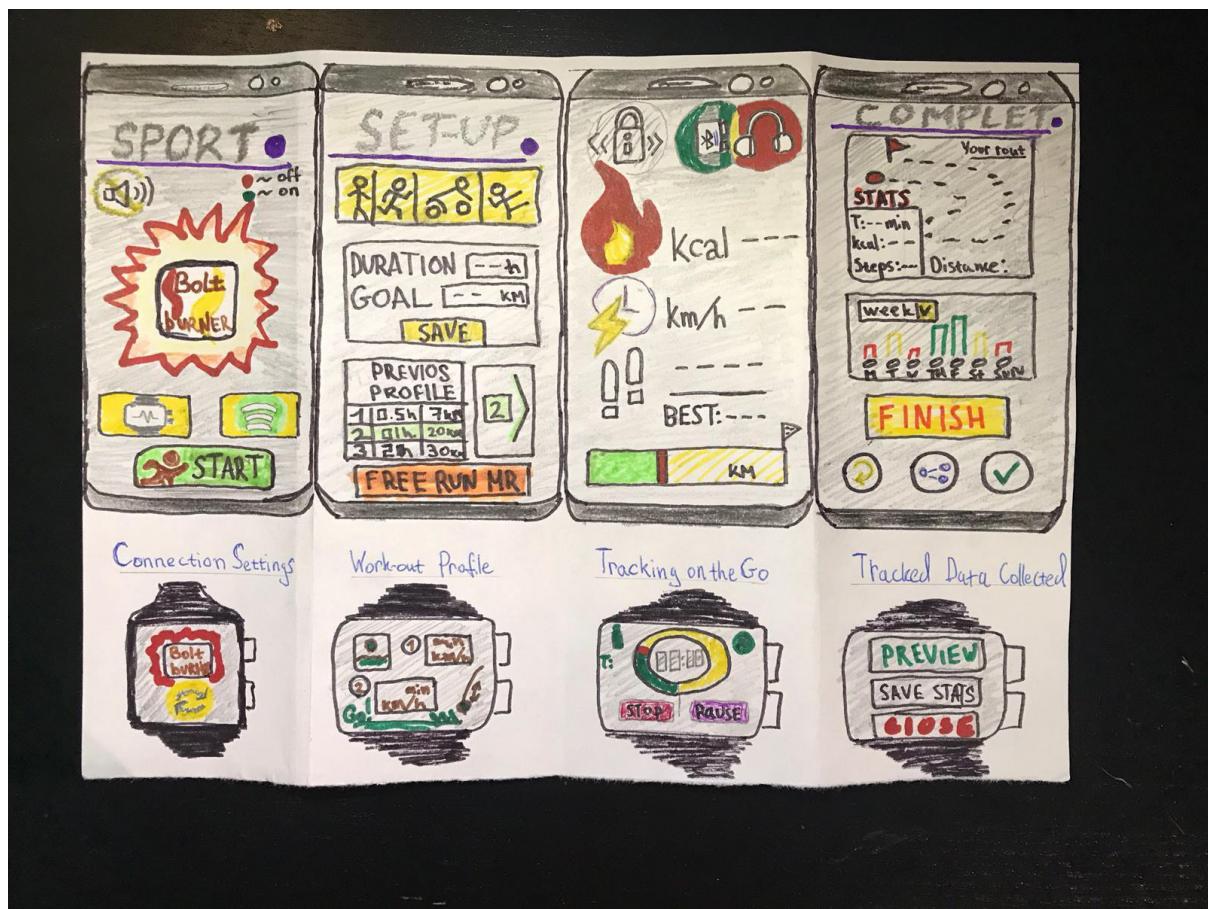
**3. Participant – GEORGE**

Give it more space and make more screen pages for other functionalities, do not pile them up on one page.

Too many different options, better make less things and apply more pages. Put icons and information in the right order. Keep the indications apart from each other.

For example:

Vertically column order - indicate speed and then the other column on the right is - time left.



Final version of the Smartphone and Watch application prototype

## Description

This is the last improved version of my lo-fi prototype for this assignment. Firstly, user will access the home page of the following application. It will give him possibility to turn the on or off the sound effects of the app, connect to the smart watch or have an access to his music playlist. Next page shows the set-up section. The top bar represents the activity mode, where the functions already build in for the user performance. When user places his duration and goal that input saves into the table. Table is used as a reminder tool and quick selection for the future activity. Third screen shows real time indication of the user progress during the duration of his activity. Also, it includes the status of additional sync. features. Last page is the summery overview of the workout. User can see the preview of his finished activity as well as compare it with the previous days, months activities by interaction with the following graphic table. Then there are three buttons which indicates to go step back, share your achievement with others and complete the task.

For the smart-watch, I kept it simple and related to the application pages. First page is connection to the application, second is selection of the previous profile stats. Then it comes the real-time indicator meanwhile user performs his activity. Lattes, it is three button indicators which works as the controller for the application.

## Changes

I made major changes and compact all the application features into 4 important major screens; for the application on the phone and the smart-watch. I reduced the

amount of setting and organized it into the table and made the clear vision of individual value. Yellow buttons indicate the input functionality, whereas green and orange direct action.

From the feedback, I have learner valuable details as such; how to improve my prototype. I got rid of the unnecessary features. Instead of making plenty of pages, I decided to focus on the main important functionalities and features and try to make a clear representation of it for the user.

## ***Assignment 1. 2: Non - visual prototyping***

Lo-fi sound prototyping

### **Introduction**

The second topic assignment was to create a **lo-fi sound prototype** for our previous fitness tracking application.

The sound which were required to make are:

- 1. Tap sound**
- 2. Start click**
- 3. Stop click display** this information in real time to the user;
- 4. Pause click**
- 5. Indication of "Go faster"**
- 6. Indication of "Go slower"**
- 7. Indication of "Sip some water"**
- 8. Indication of "Milestone reached"**
- 9. Indication of "Exercise complete"**
- 10. Additional indication of "Connected"**

Methods of making the sounds were up to us to choose from. Variation of the tools which could been in use in order to make those sounds are unlimited and could be more or less creative. The lo-fi sound creation could be made by mouth, objects laying around, body parts and etc.

### **Description**

Those were mine first sound prototypes. First one, I recorded my CD-rom noise and boost the speed of the process of it. Second one, I have recorded the sound of passing by car and brought the sound of it lower. That sound was taken form the internet source. Next sound was me tapping on the water bottle cap in the rhythm of suppose to be a heartbeat. Up next, sound was recorded of me walking and rubbing against my jacket sleeve. Then me as running up the stairs. Playing with the candy wrapper. Made some noises from my voice – trying to indicate the milestone reached, having a thirst so need water and shaking the water bottle. Was gathering plenty of different sounds and experimenting with plenty of tools. Furthermore, I asked other people to give me an opinion about each individual sound. In order to proceed in developing the right sounds which I will include in my fitness tracking application.

## Non-visual prototyping 1.2

Lo-fi sound feedbacks

### **First experiment |**

File name	Comment Pandu	Comment Ishan	Comment Simona	Comment Omar
Heartbeat-super	marching old school, should be low frequency and softer	Huge drum	Heartbeat, it is okay abit of scary, softer noise better	Heartbeat
Accelerator-wind	Time machine reverse the distance	Ravined	Speedup, noisy and not robotic	Party sound if someone goes into backlash memories
Spiritvoice2	Ocean waves, melancholic, footsteps of old lovers	Airplane	Dry sound for reaching mile store	Train comes and goes by Or someone is sitting
Spirit voice-panner	startup of PS2	Space documentary	Too long for start of exercise	Revealing the truth
Heartbeat.m4a	Smashing rocks, knock	Beats/ rap song beats	Heart beat at the end sound of reaching milestone reached	Horror movie when a killer coming (hunting)
Run 1.m4a.	wading, hiking by the river	Knife sharpening	Not pleasant for ears, scissors	Someone buzzy cleaning and footsteps goes by
Run 2.m4a.	fishing	Going through the jungle cutting bushes	Terrible sound of nothing	Sound when you put the body in the bag and scroll it upstairs to down
Run 3.m4a.	Fishing shark	Horse riding	Terrible same as before	The same
Select button.m4a.	Limping slower the tempo	Office use plenty of papers	To track something, sounds too sharp	Wrapper opening
Start-and-stop.m4a.	pigeon caller	Baby talk	Achievement, could be as start and stop	Someone alone in bathroom
Thirst 1.m4a.	Nasty	Forget to do something and then do that	Drink water, sounds so sexually, focus on just a water	Signe and then eat something
Thirst 3.m4a.	plumping the toilet	Dog eating / feeding a dog	Eating something, scary side noises	Someone is licking something
Water-thirst.m4a.	Middle ages	Bullock Cart	Eating and bell what?	Dog licking a pan

## Improved sounds

Tap sound

Start

Stop

Pause

Faster

Slower

Reminder for water

Milestone reached

Exercise complete

Connected

## Description

Those were mine final lo-fi sound prototypes. I have decided to make use of my sold BruteMicro synthesizer. I included only a few songs from the synthesizer in order to dubbed some action features. After the recording of a sound, I have used program Audacity in order to trim the length of the sounds as well as put some layers on top of it. In my opinion, I found the most perfect suitable sound to label those action effects. I did extra test run on the same participants in order to get their second opinion.

### Non-visual prototyping 1.2 Lo-fi sound feedbacks

#### Improved versions

File name	Comment Pandu	Comment Ishan	Comment Simona	Comment Omar
Tap sound	From the FIFA home screen selection	WhatsApp pop-up message	Faster and 3 second	Too hard of a song for a tap
Start click	Mario race	Tuning a guitar	Make abit softer and faster	As a finish sound
Stop click	Space keyboard smash	keyboard	Enter	Sharp stop rejects
Pause click	Sounds like a jump or hold up scream	Playing instrument	Yes	Wireless or pause
Go Faster	Dancing make it quicker	Game over / game credits	Yes	Phone ringing, last background music
Go slower	Slow-mo. ravine	nothing	Not satisfying	Getting pump up could be start of the race
Sip some water	Water drip on throat	Opening water then drink it	Yes	Sip of water but the last drop should be lower
Milestone reached	Achieved milestone	Mario jumping	Good one	Pop up notification
Exercise complete	Yes	nothing	Mix with something	Tech speaking and high school feeling
Connected	Could work	Killing enemies	Good P.s. use max features from the piano for the final version	Battery low shutdown 4 notification

## Reflective conclusion

Overall the process to create the suited sound effects, was fun and enjoyable. I was really excited to share my creation and findings with others and get their opinions on it. At the end, I asked them whether such a sound was actually fitting in what is

supposed it to be at the end. They give me some guidance and directions in what way the sound should been improved to reach the perfect outcome. I was really picky at the final choice of my sound labels that is why I have included abit more sounds which was made with the help of my synthesizer and Audacity filtering features. Most of the improved recording were done in a quiet environments, as you could of heard in previous try out version some sounds had background noises. All the sounds were recorded with the use of my phone microphone, I did multiple recording samples and then spend some time to pick the best once and more or less filter them out with the help of sound effect program.

# Assignment 2. 1: Wireframes and usability testing

Web application for journey planning

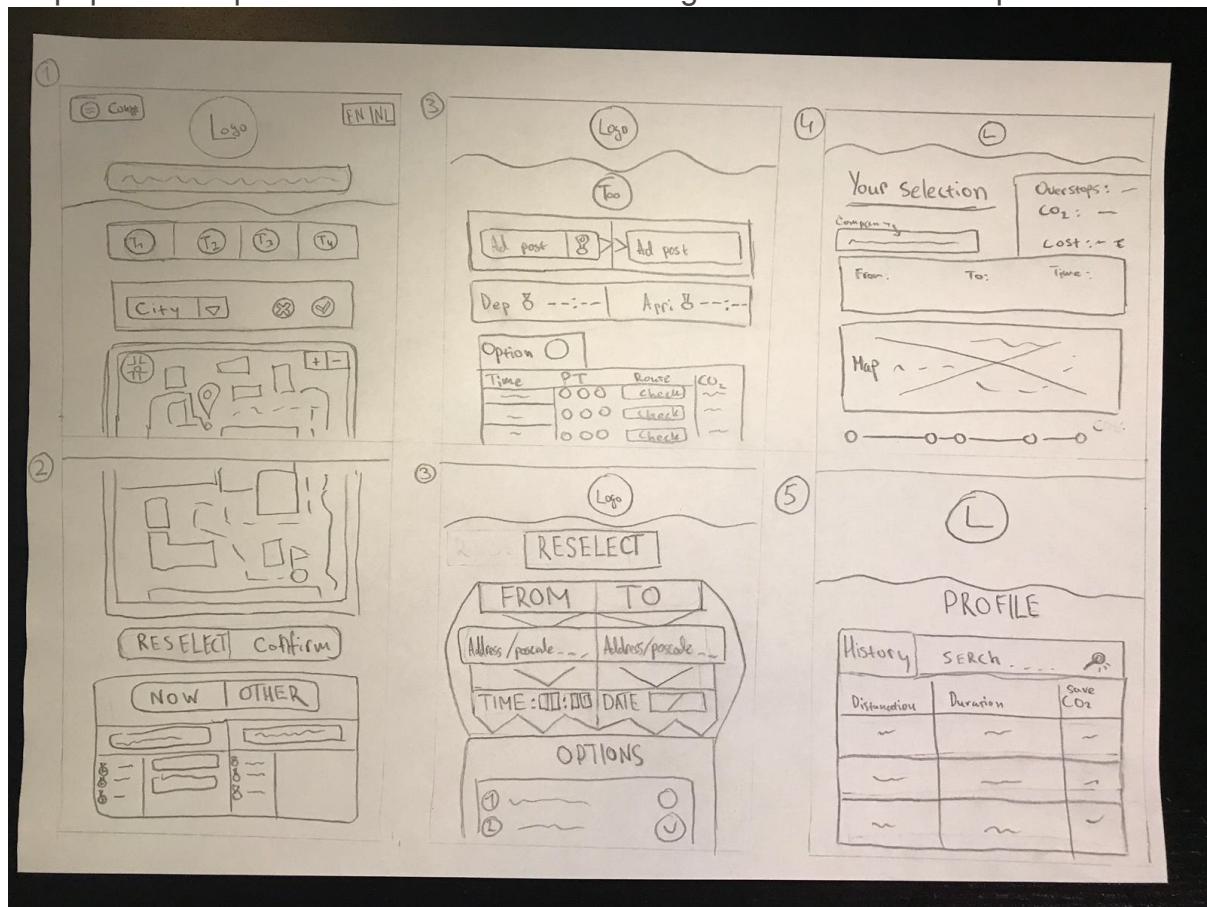
## Introduction

This week assignment the task was to create a wireframe for a journey planning web application. The main required functionalities are:

1. Indication of departure and destination
2. Necessary filters
3. Overview of the route
4. Cost of the ticket
5. Inherit the given company style

Plus, other additional functionalities upon our choice.

I decided firstly to make a raw draft of the wire frames simply by using a pencil and A3 paper. To express all ideas at once with the guidance list of the requirements.



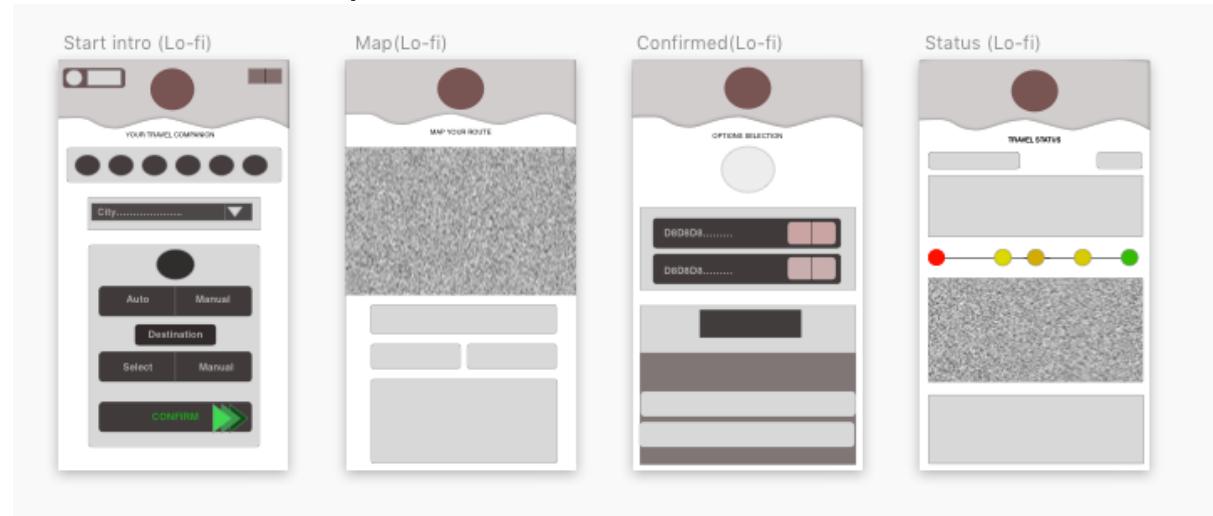
## Description

I would like to describe each individual paper frame. First and second frames should be connected to each other and work as a functionality of the scroll menu. The third frames are split into the hold, meaning of it that depending on the user input from the steps indicated in frames one or two he be taken to the next additional page. There he could do his input of the specification of a location or time preference. Also, at the bottom there are list of provided available travel routes. Upon the selection of needed route, the user goes to overview page, where he can see all the detailed

information concerning his journey. The last frame five, shows the user account history of previous destinations he has been taken before.

Now it is time test my paper wire frames!

## Improved version of wire frames



## Description

After the testing phase, I have discovered that the scrolling menu as the all would not be suitable and attractive for the user. Therefore, I decided to compact all the necessary selection features into individual frames and logically interlink them with each other.

### Screen 1

Is the home page of that following application. Where user selecting his preference way of traveling. He has to choose how he willing to travel, then indicate from which city he is going from. Later he is facing two filtering possibilities for his future location selection. As the user pick how he willing to do the input for his travel and confirms it comes the next frame. If user has chooses Auto + Select application will take him to the screen number 2, if he selects Manual + Manual then it will take him to the screen number 3.

### Screen 2

As user picks automatic location selection he has an opportunity to locate on the map where he would like to arrive. Map automatically will located current user position but there should be filtering done upon the choice of the right travel path. At the bottom, there are still will be the list of different travel routes from which user has to pick his favorite one.

### Screen 3

Here the input should be done manually. Meaning that user have to write the street name of where he is located now, then write down the address of where he is willing to go. Also indicated preferred time of leaving and arriving to the certain location. The same as in screen number 2 at the bottom there is a different routes proposal for the user to make his selection regarding his input.

### Screen 4

General overview of his tickets. He can see the company name with which he will be traveling, ticket price, overstops, time of travel and the map. For user there will be a choice to make whether to buy the ticket, then download such route reminder or confirm it and go back to the main page.

## Testing the wireframes and results of testing

I have asked several fellow class mates to look at mine final wire-frame and think out loud of representation of each box and features. Through the process, I took notes and come to such conclusion:

1. Better fill in the empty boxes with some image from the internet or a crappy sketch rather than explaining each frame individually.
2. It is hard to notice the split inside the interface, user could get confused or never discover another feature through his interaction.
3. Input of destination on the map is a cool feature however, would it be mobile friendly?
4. Missing some additional filtering of the ticket choice.
5. Color in use should be pleasant in the future.
6. Do not make the bottom list of possible routes too big it will be chaotic.

## Reflection

By making frames, I come to the realization that it does not require plenty of effort and time. It is really flexible to present your dreamily and functional ideas. By presenting them to others, it helps to shape the best layout and organization of a certain project. Critics on such earlier stage are necessary and failures too. Because, how else would you figure out in which direction you should proceed with your design. It is really helpful in order to understand your current mistakes and try to make something even better at the first place.

## **Assignment 2. 2: Hi-fi prototyping and expert review**

Web application for journey planning

### **Introduction**

In this week we have to create a high-fidelity prototype of the web application for journey planning plus receive an expert review. The prototyping should be based on our previous assignment and must be interactive. It is crucial that the such prototype should look and feel of the final product. I decided that the program which will help me to build such a prototype will be Adobe XD. Because I find such platform easy to work with as well as it gives you a great opportunity to make your prototypes interactive.

### **Description**

Usually great prototype does not necessarily need a step by step explanation. The visuals should be spoke by themselves. In my case there are plenty miss points.

Therefore, I have to present a full guidance through my application.

Let's begin user firstly has to indicate which type of transport he prefers in order to reach his final destination. After the selection of the transport, user must indicate his current city. That will help GPS to make a quicker search of his current location that will come in handy for the later input. Afterwards that step, app provides to user opportunity to select the filter of his further search of the right route. If that will be Auto+Selecteive mode or the Manual+Manual. As the user picks one of the specific selections the next functional screen appears.

Auto + Selective mode:

These mode automatically locates user current position. User does not have to put any inputs for it. He has to only indicate on the map his final destination. When he picks his final destination, he has an opportunity to filter out the given route choices. It could be done by sorting them by either by Price (cheapest to expensive) or Fastest. As soon as he indicates his preference, the table underneath fill change the order of the available rides for user trip.

What is left is just to select the preferred the ticket and user will ends up in the Ticket overview screen.

Manual + Manual mode:

In this mode, user has to fill in the current position as the street or postcode. Then indicate his time of the departure. Same goes for the arrival bar, it is address of his final destination then the estimated time of the arrival. As soon as those details filled in the bottom listing appears of indication of possible trips. User could scroll down the list of possible routes and pick the right one.

In overview Ticket page, user could see all the necessary information as such: the company name which provides the journey trip, timing of his arrival, pricing, map of the journey and how many overstops he has to make and wait until the next transport comes his way.

At the end is up for user preference, wethere to purchase the ticket by clicking the "Ticket" button or "Download" the following route or just confirm the proceed to the main menu and start the process all over again.

### **Expert review**

## 1. Simple and natural dialogue:

The indication of The City, for the first-time user hard to tell what city and where he has to put in. Clicking on the bottom listing of the presented routes asked to be selected first and then to be confirmed, not be auto selected.

## 2. Match the system with the real world:

However, the indication of the travel opportunities could be not listed all at once but be selected by the user in a different way. Who would use the transport of ferri boat? the downloading button of the journey could be useless.

## 3. Make things efficient:

Good flow of the application. The home page top section is could be improved.

## 4. Make the user feel in control:

Good that user has a filtering choices and possibilities of different selection of his input destination.

## 5. Provide feedback:

No feedback met through the process of the app.

## 6. Be flexible:

Final page of overview, does not show transit waiting timing neither the platforms or destination where to take the next transport.

## 7. Be consistent and use standards:

Home page background layout is different from the beginning to the middle then till end. It seemed like it was developing through the user progress. Some input titles were white or black, kind of confusing.

## 8. Use visual hierarchy and keep it simple:

Interactive elements were more or less visible. The categorization from the home page could be done as with different selective for example your journey from now to other destination could be done manual or just auto selected. No need for the user click Manual Manual two times.

## 9. Offer help:

The process of automatic location selection could be counted as the helping tool. However, when the user be interactive with the input of final destination, what will happen then?

## 10. Use emotions:

Pleasant color in use but in other hand looks toyish. It is eye catching and plenty of mixture of other color present. Maybe find something in between dark and colorful, not make too bright.

## The reflection on the process and the used tool

Meanwhile the creating of hi-fi prototyping I have learned plenty of interesting things. As such, how to present the final work efficiently and make it more presentably. Also, I have realized to create such prototype it requires plenty of time and deep thought of the step by step interaction form the other person perspective. It is hard to satisfy everyone ways of thinking, therefore room for critic and other opinions should be gladly accepted. I figured plenty of hidden features which offered by Xd program as such: short cuts and upon making the interactive layers I just have to cope previous finished page and make additional changes to the new one. I have to experiments and try out new different things to pave the way of a efficient workflow for my future assignments.

Creating the interface by following the necessary categories where difficult at the first steps. Because, it is hard to organize all your thoughts and specially to visualize them in my case. However, thanks to the previous assignment with the sketches and wire frame set gave a sort of direct guidance and flow in order finishing the final product.

# **3. 1 – Exploratory Prototyping**

## ***Assignment 3. 1: Exploratory Prototyping***

### **Introduction**

During the weeks 5 and 6 the topic was exploratory prototyping. We had to choose one of the presented topics, in which we have to make a clear exponential experiment. Next step was creating our hypothesis, meaning the statement in which we believe certain outcome will happen, but we not sure of it yet until we do the concrete experimental process which will lead to the final answers.

My topic of choice – Gaze following

My Hypothesis is:

Images of people faces, and their posture unconsciously leads user towards a certain indicated information

### **Set-up of the experiment**

With the use of photoshop, I have created two following banners, they represent dental care description of the service. I will change only single variable in the following banners but the layout of the information will remain the same. Banner A will indicate one person facing left the discount table with the general detailed information of the service in use. Banner B will have a photo of the patient facing up the pricing table of the service which they are providing.

Dependent variable in use – patient image facing left or right and the other one up

### **Testing planning**

In order to get a clear result for my hypothesis, I have to test as minimum as three or four people. For each individual, I will show my image and ask them to think out loud to describe their step by step eyes observation. When they look at the banner image, I will make a note of their description and indicated at which step they figured out the pricing of the dentist service.



## Our Dental Care Practice

We are often asked in which cases you can see an emergency dentist. Below you will find an overview of cases that justify an emergency treatment and in which cases you can stop by at a later time. Outside our opening hours we would like to refer you to Lassus Tandartsen. They are open from 8 am to 9:30 pm on Monday to Thursday, on Friday from 8 am to 5:30 pm, on Saturday from 9 am to 4 pm and from 10 am to 3 pm on Sunday. To schedule an appointment please call 020 471 3137. At all other times, we would like to refer you to Dental365,Piet Heinikade 215, 1019 HM Amsterdam.

**Emergency:**  
Teeth that are loose or knocked out because of an accident or blow  
Acute inflammation including fever  
Swollen cheek with severe, sustainable pain  
Bleeding after the removal of molars or teeth

If you are in doubt, we advise you to contact us by phone. We will then discuss the problem with you and estimate whether an emergency treatment is necessary.

**WHITENING TREATMENT IN PRACTICE**  
The complete treatment consists of two separate appointments in which we will first clean and polish your teeth to achieve an optimal result. The dental hygienist will cover your soft tissues and apply a whitening gel onto your teeth. Your teeth will be bleached for 15 minutes in combination with a plasma light. This will be then be repeated three times, after which a fluoride application will be applied to reduce the sensitivity of your teeth.

The treatment at our practice will take about 2 hours. We strongly advise you not to take any drinks or food containing colourants, like coffee or red wine, after the treatment. This could influence the effect of the whitening treatment and could lessen the results.

### DENTAL PRACTICE

#### Contact-lens thin LUMINEERS® Dental Veneers

E200 Off \*each\* Dental Veneer by.  
3r Veneers from just £26 a Month in  
Kensington, London

**\*20% Off a  
Complete Smile  
Makeover**



ORAL SURGERY	PRICE IN SERBIA
DENTAL IMPLANT - BIOHORIZONS USA or B&B ITALY	290 €
ROUTINE TOOTH EXTRACTION	17 €

PROSTHETICS	PRICE IN SERBIA
METAL-CERAMIC CROWN	75 €
ZIRCONIUM CAD-CAM CROWN	150 €
METAL-CERAMIC CROWN ON IMPLANT	117 €
CERAMIC VENEER	200 €
ALLON4	2.900 €



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Photo A



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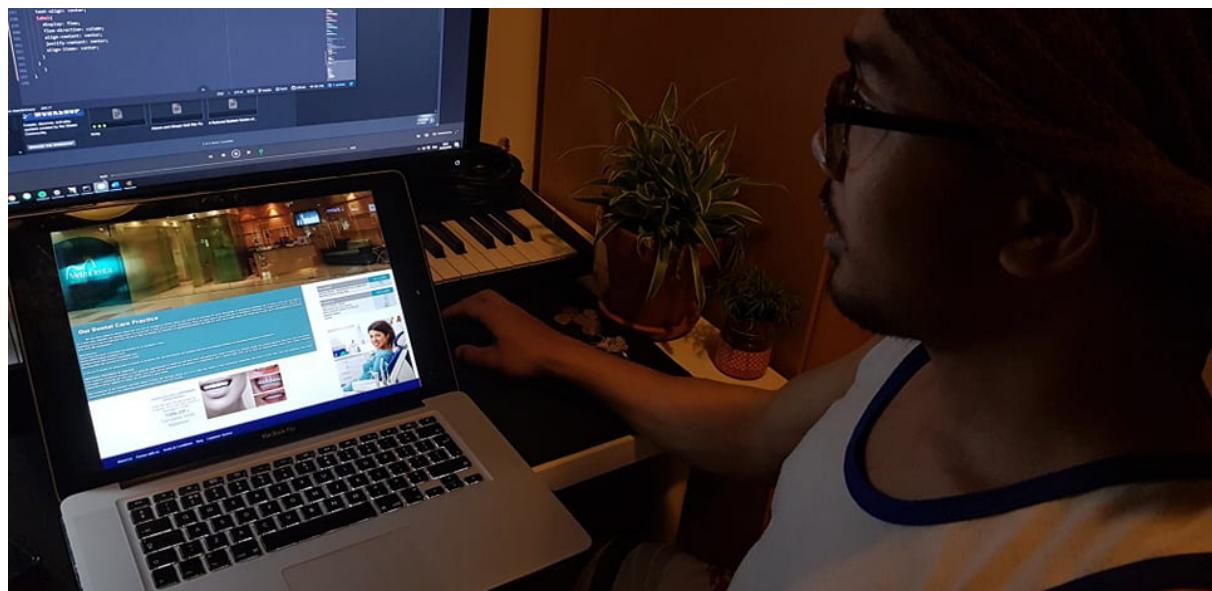
PROSTHETICS	PRICE IN SERBIA
METAL-CERAMIC CROWN	75 €
ZIRCONIUM CAD-CAM CROWN	150 €
METAL-CERAMIC CROWN ON IMPLANT	117 €
CERAMIC VENEER	200 €
ALLON4	2.900 €



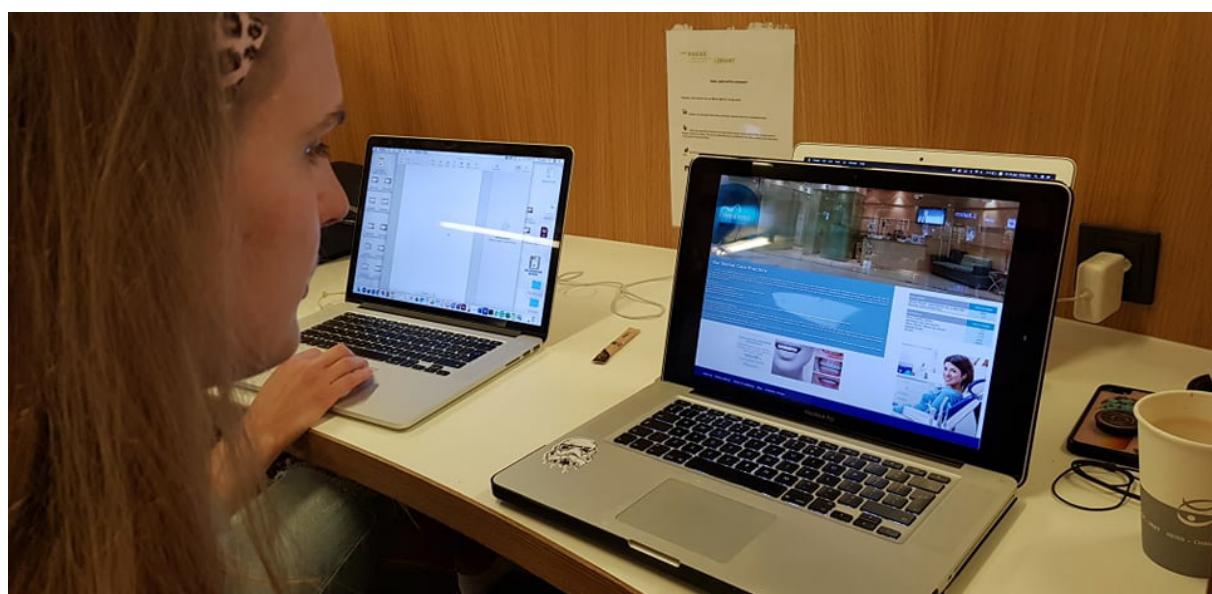
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**Photo B**

## Results



**P-P**



**P-K**

## Banner A

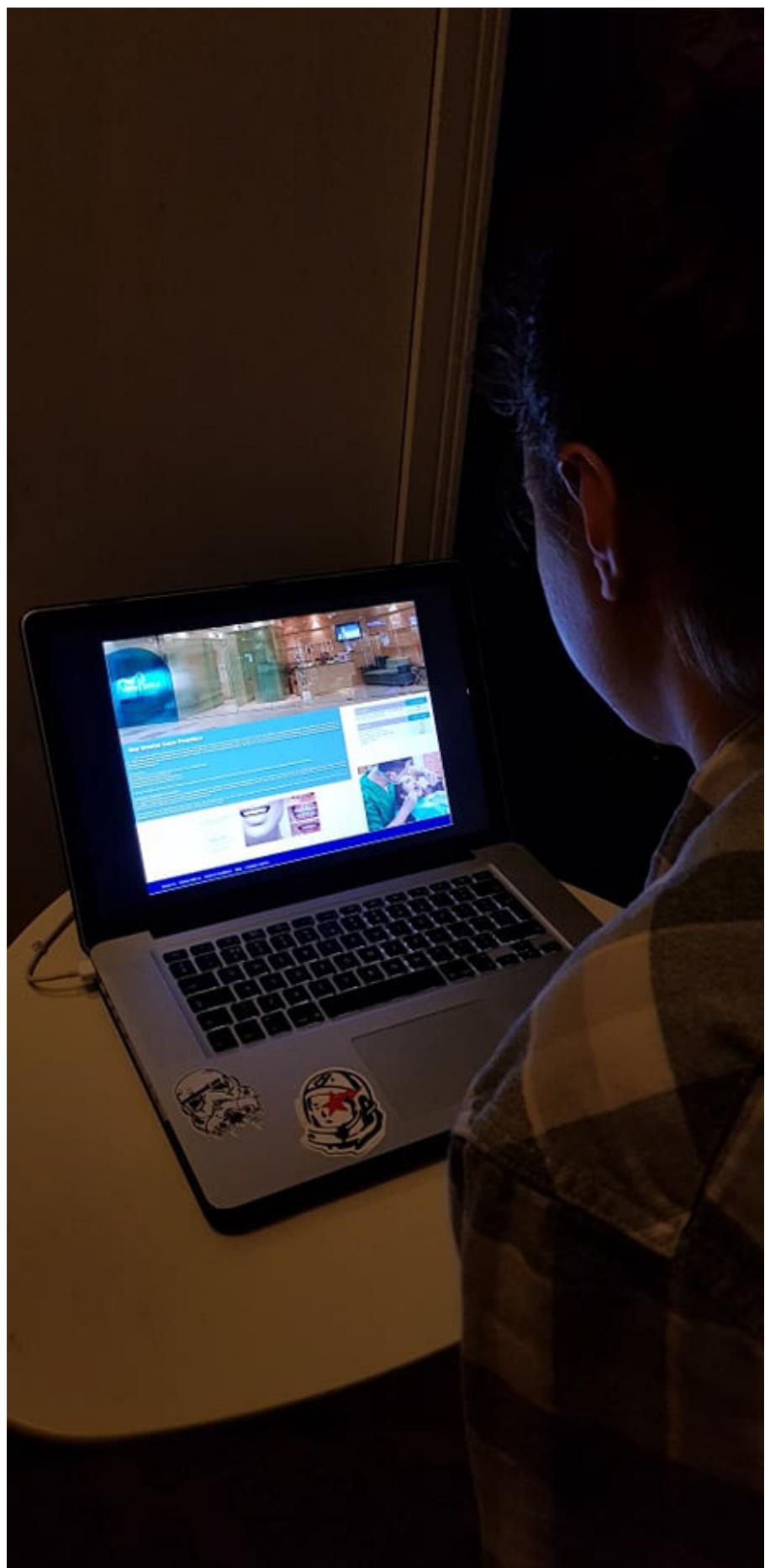
Participant P:

1. Bottom teeth grab my attention
2. Text in the middle too small not bother to read it
3. Then I see the lady patient
4. The price table

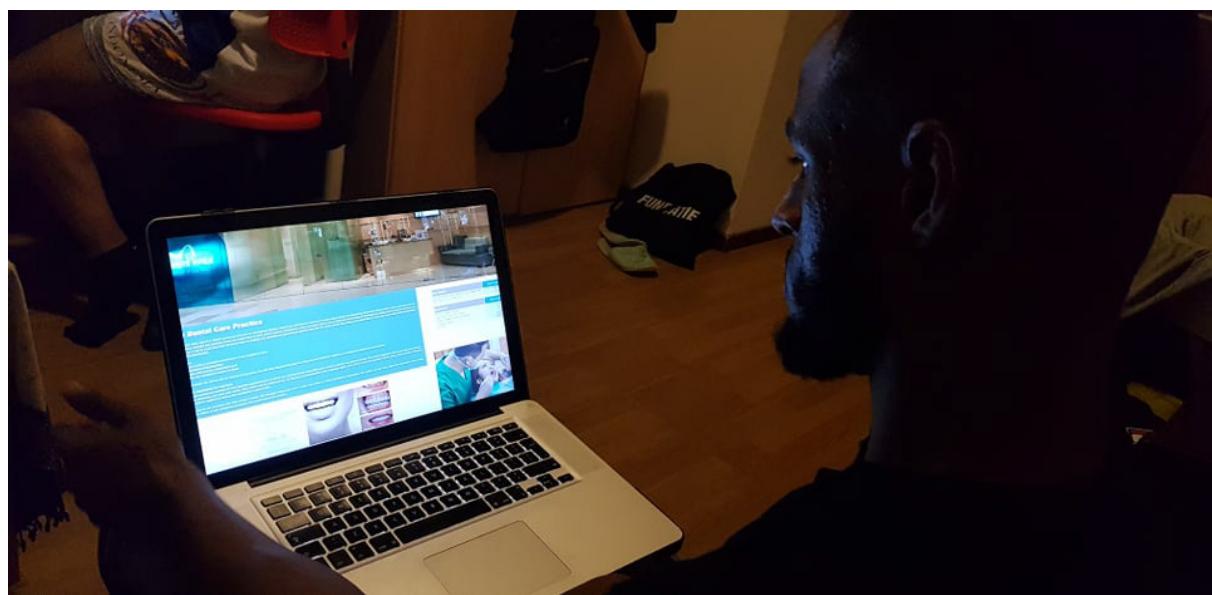
Participant K:

1. Firstly looked at top of the image

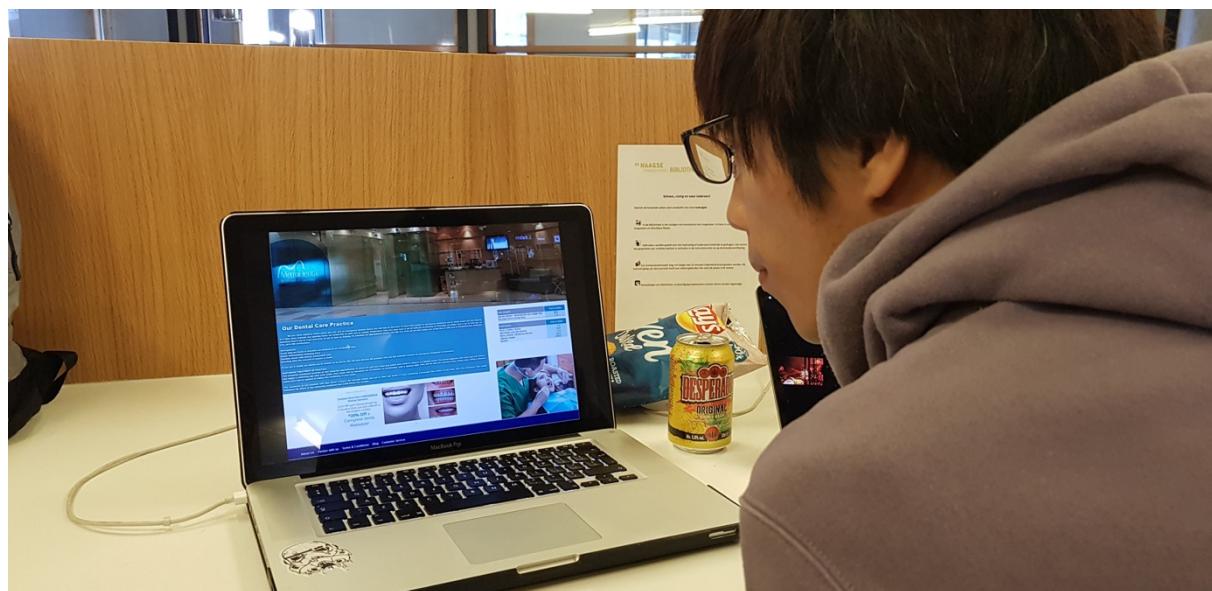
2. Bottom teeth
3. Then middle part
4. Everything on the right from the middle text part



P-S



P-Y



P-T

## Banner B

Participant S:

1. The teeth at the bottom
2. Patient with the mouth open
3. Prices and top image
4. Then the main text

Participant Y:

1. Teeth comes first then the patient with mouth open
2. Top cover image

3. Pricing table
4. Main text description

Participant T:

1. The bottom part patient with mouth open then the teeth
2. Then the price table
3. Middle part of large text
4. Zoomed out overview of the all page

## Conclusion

Based on my results, I could state that the face positioning does actually influence on the users next eye direction. Through the experiment, I received plenty of comments that the middle part has huge amount of text but it too small to focus and read. Nobody had a will to look at it at the first sign. The teeth also were grabbing everyone attention almost at the first steps. Because it is something which is highly attractive, meaning of the smile or could be scary for someone as it reminds them of visit of a dentist. Nevertheless, I see that in Banner A the pricing was noticed at the last steps and in Banner B it was discovered through the middle of the process. That is why, I can conclude that the positioning of facing images could lead the user to look certain ways even on the flat screen.

I could improve my experiment by conducting even more results. If i have gathered around 8 or 10 participants, the total image of such experiments could be clearer than ever before.

## **Assignment 4. 1: Experience Prototyping**

Wizard of Oz Prototype

### **Introduction**

For the final assignment, I have worked by my own. I have created so called Basketball Twister. Concept of the game as the twister, which is played on the floor with multiple player. I decided to find a basketball shadowing position. Those positions usually been performed by the player in the game of the basketball. Then I put them in the circle indicating clock. I worked on Power Point Word (PP) to generate such interactive game-play. In this assignment, we had to use the projector to generate image on the wall or floor or elsewhere. Make user to interact with images and have general fun.

I made the twister game as the competitive tournament again two players. They had to reach fast in order to select the previous shown image. But the trick is it is not that easy to spot it straight away. Who reaches the right image first gains the score point. After the game laps are done, the score will present our winner.

### **Source Material**







## Reflection

Throughout the competition, players did not even realize that the final outcome was already determined. Surprisingly, even for me, from the beginning the game play went naturally and realistic. Both of the players had fun throughout the process. It was amazing, how they were trying to compete with each other and test their reaction and recognition skills. The last lap had more scoring value and was more challenging. I think to make the game even more challenging I could include full screen of those figures. Also, to improve it, I could of placed indication of the score after each action lap. Plus, timer would have helped the players to know when to expect the other upcoming lap instead of me screaming: – "There is another one coming!"

# Final reflection

Throughout this course, I have learned satisfying number of things. I really enjoyed the time of creating non-visual prototyping as I like the sound and make things loud to the certain extend. The other method of creating prototype I have really enjoyed is the wire-frames. As it is crucial step before the process of the final design in my opinion. Without it, there be no guidance on how to proposition certain things or on the other hand how to make a certain improvement to it. For example, in my case scenario, when I started from a simple sketch and went around to seek a feedback from other people. It gave me an eye-opener that most of other people would not get a certain thing as me. With the few people, with whom I have closer connection and they understand me well there will be less effort to explain the new way of implementation of the certain things. When it comes to people, I have not spoken at all or they see me at the first time, I have to put up my best in presenting my product either sketch.

I liked the beginning of the seminars, where we had plenty of time to first make something during that time in order to show it to others. Seeking for feedback and another person opinion is a really important tool for the designer. It gave me a food for a thought, in order to be a good designer, you have to go through plenty of failure and critics so in upcoming future you will reach to the final standards of human acceptance. Meaning as in every user would understand your invention much clearly if you had learned from plentiful earlier mistakes, which in the matter of fact were pointed out to you by multiple number of people. The seminar length was exactly how it should be in order to get plenty work done for each weekly assignment. Additionally, to gather all the necessary feedbacks and reviews form the fellow classmates.

Let's move on lo-fi and hi-fi prototyping. I was pleased with the provided topic for the lo-fi prototyping. It was a great experience to develop personal application for a single personal use. You could modify in your own preferable way and apply plenty cool features. When it comes to hi-fi prototyping it was more challenging topic because the though behind the all process which was on my mind were, such application should be used by others not just me alone. That where it came hard to put all the necessary creative thoughts to deliver solution for such challenge. As it is visible from the Expert Review, when I thought that all the previous mistakes were taken into the account from the previous feedbacks of other. Yet there are plenty details missing and the concept not fully satisfying for plenty of other people.

Meaning that there are always plenty of room for improvement and changing as well as adopting your ideas and implementing them in the different frames.

Exoplanetary prototyping assignment was consistent of different designer techniques and topics which should been discovered by us. Too bad we did not discover every topic deeply as the other person done their experiment on it. But overall, it was not that simple however a bit of fun to observe other people as the test subjects in order to gain the sleeked results. The results came of course surprisingly different. Also, critics were going towards the design testing. But the experiment partially succeeded at the end. The experimental research provided more or less enough data to conclude my hypothesis. That design tool is really useful in a real world to persuade people unconsciously to follow the rules of your planned design.

Finally, would like to mention the Wizard of Oz technique. It was a great experiment with my friends, we all had a blast. The freedom of our topic choice was abit of

unexpected. It would have been great if someone had introduced to us a few topics from which we could have developed further. I decided to choose basketball topic mixture of twister. I regularly watching basketball games and I had a memorable drunk time with the twister game play. Therefore, I decided to combine two things together. I am glad that my friends did not fight at the end of who won the game. It was really surprising for all of us that the gaming process went so naturally in action. I am mentioning this again because, I have set up some elements to appear or disappear after a certain time of 3 or 4 seconds after other action. Seems like that spot-on timing, in some case you could see that it was abit more than it required. This technique, I could use in major scale project if such will come in the future. The beamer is a great tool to make people interact with each other and the systems. I would say that all the techniques were necessary to be discovered and deeply understood in order to have a general knowledge of how the design process is usually implemented and works. I will definitely use the gaze following technique in the future of my design carrier as well as will apply the use of beamer and wizard of oz technique for some of the interactive projects.

For the course feedback, I would like to propose the proposition of the topics for the last two assignments, make the more in frames and give plenty of examples. The feedback session should be sparkly exited. Maybe make some class mates to present their work, if they confident enough with their progress, so other people could learn and give the instant feedback for the presenters. It could be good motivation in order to keep up with the tasks flow. Also, would have been great to dedicate one seminar for the building of the portfolio and have a clear guidance on how to structure it right. For myself, I have learned that I have to be more engaging with others and show up my presents.