





The Holden Prototype







3 Prototype

3.1 Annotated prototype

Basically, the prototype follows the design principles that are introduced in the lecture. First of all, almost available operations are shown on the screen and there will be immediate hints for those interactive actions which cannot be seen directly on the screen. The mental model is considered when we designed the prototype. The icons in the prototype are common to see in the web pages. For example, the

 is for introduction; The  is for translation. As mentioned in the last part, the user can get an introduction about the car showing on the screen by clicking the . Moreover, the “more details” in the introduction is blue with underline that means more information can be found on another website instead of this. Some users may be confused about the . There will be auto-reply, when they click the button. On the other hand, the specific parts will be highlighted when mouse hover, which tells the users that they can click it and if they do this, a new panel will show up and more details about the specific part will be provided. There is a photo in the panel that implies users which component they are looking at. In addition, we also considered the constraints on the user's choice of actions. If the user explores the interior of the car, the internal button will be grey that means the user currently looks the interior of the car and he/she are not expected to click the button again.

In addition, there are some people who are not familiar with English or cannot read. Thus, the  and the  are provided for those people. Users can click the  to get the introduction in a different language and activate the voice guide by activating the .

For people who are not familiar with computer, they can get guidelines of the website. When they visit the webpage and do not know what they can do, their mouse may hover on the screen and when the mouse hovers on a button, the short description of the button will show up and they can understand what they can do with the button.

