CPT208 Human-Centric Computing

06. Prototyping Fidelity

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Agenda

→ Identify the ==aim== you would like to achieve through prototyping

→ Identify the ==requirement== for the prototyping from the perspective of fidelity

→ List the ==objectives== in meeting the requirement

→ List the ==method== in evaluating the prototyping

Identify the aim

→ How to identify the aim
  → Think this: why you want to do this design (from the perspective of INTERACTION!)
  → For example:
    ■ "I want to know whether user will use the system in this way" – Assumption validation

    ■ "I want to test which solution is better" - Comparison

    ■ "I want to observe and find the requirement of users in using the system" – Observing

    ■ Etc.

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Identify the requirement

➔ Requirement means **specific level of fidelity** you should consider in you prototyping
  ⇀ If you want to test the sequence of action, then you need to make sure the prototyping has a complete action chain
  ⇀ If you want to test the effect of design in driving user's behavior, then you need to make sure the visual fidelity is high enough to support this
  ⇀ Etc.

List the objectives

➔ Objectives means the **concrete tasks** you need to complete

⟶ For example:

▪ To test the action sequence, you need to (1) build all screens involves, (2) link the screens all together, (3) design the action sequence through buttons, gestures, jumps...

▪ To test the effect of design on user behavior, you need to (1) design the control and experimental group, (2) implement the design elements, (3) design the experiment processes...

List the method in evaluating

➜ Evaluation methods include:
   → Survey and questionnaire
   → Interview
   → Observation
   → Focus group
   → …

Any Questions?

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