

Lab 3: Formal Proposal and conceptual design:

Due 2 Oct

Formal Proposal

- The problem you are tackling
- What evidence there is to support that this problem exists (based on interviews)
- How your system will solve this problem
 - Features of your system
- What technologies it will involve
 - High Level - Focus is on User Interface Design

Conceptual Design

- From the 3 (+) Scenarios of A1:
 - Content Diagram or
 - Affinity Diagram or
 - Conceptual overview
- Focus on the structure/flow of the system *not how it looks*

Prototype

- Individually:
 - Create a low-fidelity prototype
 - Based on conceptual design
 - all screens important for scenarios
 - Identify:
 - what the sketch represents
 - components (icons/buttons/links)
 - Include rationale for your design
 - fulfillment of user and task requirements from A1
 - Adherence to Norman's design principles
- Groups:
 - Create revised low-fidelity prototype
 - Based on ideas of individual prototypes
 - based on group consensus
 - All screens important for the scenarios
 - Should also include:
 - identification of sketch and components
 - rationale

Low-fi Prototypes

- Paper/pencils:
 - can include layers, popups, sticky notes, key cards...
 - <http://alistapart.com/article/paperprototyping>
 - https://www.google.ca/search?q=paper+prototype+interface&tbm=isch&tbo=u&source=univ&sa=X&ei=EEOCU5rsPIi6oQSf_YHQA&ved=0CE0QsAQ&biw=1366&bih=620&gws_rd=ssl
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