# FAQ: Set Exercises

1. Are we required to produce both a low-fidelity prototype and a storyboard, or just one of them? If both, should the storyboard cover the entire app or a single function?

You need to create low-fidelity prototypes for all user interactions within the app. These should be complemented by a flow diagram describing these interactions. We discussed this in Lecture 3—please refer to the recording for further details.

1. Regarding Set Exercise 3: How should we conduct the usability evaluation, and can we use participants from our own course for testing, or do they need to be external?

You may use any participants for the usability study, including coursemates. Ensure the feedback is recorded in a structured format, with details documented in your report. If using online forms for feedback, include the links in your submission

1. Is there a specific way we should document our tests? Is there a university-standard testing method we should follow?

This module does not mandate a specific testing format. You should choose a method that best suits your use case and justify your choice in the report. No marks will be deducted based on the testing method selected.

Example testing form: <https://www.figma.com/community/file/1101272254993062371/user-testing-form-example>

1. For the usability evaluation, are consent forms required, and what is the minimum expected difference between the initial and improved UI designs?

Yes, you are required to design a consent form and get it signed from the participants at the time of study.

There is no minimum change requirement. Please make sure that you conduct a fair user testing and then include the suggestions from the feedback into your design.

Check this link for more details: <https://consentkit.com/ux-research-consent-form>

1. Should the high-fidelity prototype include only the front-end design without backend functionality?

You are only required to design the UI for the application in first part of your coursework. No backend or functional code is required for this part of the coursework.

1. To what extent does the high-fidelity prototype need to be functional? Does it need to simulate all app features, or just demonstrate the interface?

The high-fidelity prototype should contain all the pages/layouts of your user interface. The component you add into your UI should be of correct type to handle that data. You don’t need provide any java based functionality at this stage.

1. I joined Git Classroom last week but couldn’t find a scenario for the exercises. Will it be released on a specific date?

The scenario is available at the last page of your assessment brief document.

1. Are we expected to create a storyboard for every app scenario or just one, such as booking leave or editing employee details?

All the scenarios should be covered in the storyboard. Check the functional requirements in the appendix and make sure the storyboard covers those cases.

1. Should we conduct independent research for Exercise 3 – Formative Usability Evaluations, or will it be covered in class?

A template format is provided in Q3 above, but you should conduct your own research and find out which structure is best for your application for usability testing.

Useful link: <https://www.uxdesigninstitute.com/blog/guide-to-usability-testing-for-ux/>

1. Is it acceptable to use Figma for creating low-fidelity prototypes, or is there a preferred tool we should be using?

You may use any tool for low-fidelity prototyping, such as paper, cardboard, paint, etc. The prototype should be simple and use placeholders and sketches rather than detailed design elements to expedite the process.

1. Do we have to submit the user interface code alongside the screenshots?

Yes, submit the GitHub repo link for the UI in your file.