

COMP 3020: Human-Computer Interaction I

Project Milestone 3: High-fidelity Prototyping

Due Date: November 21st at the start of class

Overview

In milestones 1 and 2, you focused on developing a set of user requirements for your system, and on exploring ideas through low-fidelity prototyping. Now it is time to build a high-fidelity prototype that could be used to a) demonstrate your system concept to potential clients and b) allow you to perform more detailed (and precise) usability testing using methods that we will cover in the Evaluation unit.

In class we discussed a variety of high-fidelity prototyping techniques and tools. For this milestone, you will develop a prototype of your system using client-side web technologies (HTML, CSS, JavaScript, and jQuery). You are also welcome to use additional third-party plugins and libraries as long as you: a) document them and b) they don't restrict you in a way that is unhelpful for your design. In other words, "I couldn't do that using library X" is not a good justification for having a limited prototype (in terms of either novelty or usefulness).

Major Milestone Activities:

- Incorporating the user feedback that you received in Milestone 2, turn your low-fidelity prototypes (i.e., your storyboards) into a horizontal high-fidelity prototype that demonstrates your complete system concept.
- Expand your horizontal prototype to include vertical prototyping of at least 2 of your Milestone 2 storyboards. There should be sufficient functionality that you could test these features with end users. If you have any concerns over implementation feasibility ***talk to your instructor in person, well in advance of the deadline.***
- If you get good ideas while creating your high-fidelity prototype that deviate from your storyboards and/or the feedback that you received during Milestone 2, you are welcome to pursue them during your prototyping. Just make sure to keep in mind what you learned from your user research and in class.
- Your prototype will be evaluated by taking into consideration the following:
 - Usability: is it easy to navigate through the system? Is the layout properly defined? Are the proper widgets being used? Etc.
 - Utility: does the system do what you indicate it should do?
 - Efficiency: can a user quickly access the necessary information?
 - Learnability: for someone with little experience, is the system learnable?
 - Implementation depth: have you provided good coverage of your system concept and can your prototype support at least two major tasks? Note that you do not have to

implement backend databases, etc. If your application involves data, sample data can be hard-coded and stored locally.

- Innovation / Uniqueness: have you tried to explore a design that is unique?

Deliverables

- **One group member** should submit a **single .zip file** on UMLearn by the deadline containing all files necessary to run the application. Please indicate your group number in the submission comment field and in the file name. Do not have multiple group members submit the code. The grader will only run one instance of the project (the first s/he happens to see).
- Also turn in a written document in your portfolio binder. This report should be roughly 2-3 pages (max 5 pages) and should include the following:
 - Project description: A short description how your prototype was built and the major features that are exposed in the interface. Include small screenshots of the interface where appropriate.
 - Particular problems that you are aware of with your prototype (e.g., known bugs)
 - Any specific instructions needed to run your prototype (e.g., particular browsers)