

# COMP 3020: Human-Computer Interaction I

## Project Milestone 2: Ideation and Low-Fidelity Prototyping

**Due Date: October 31<sup>st</sup> at the start of class**

### Overview

Now that you understand your users and their problem, your job is to brainstorm designs for them. As discussed in class, the best way to come up with a good idea is to have lots of them. In this component, you will brainstorm many designs. You will then select your best idea and polish it by designing a storyboard for three major tasks that your system will support. You will then solicit feedback on your storyboards from users.

### Part (a): Group Brainstorming

With your group, schedule a mutual time that you can get together and work for at least an hour. Brainstorm and sketch ideas -- each one on a single sheet of paper. The goal here is to sketch as many distinct ideas as you can -- you should aim for at least six sketches a person (at least 18-24 sketches total depending on group size). Anything goes: crazy or boring, whole system or even just a small piece of the system. You are aiming for variance: the ideas should be different from one another. You are allowed to build off of one another's ideas, but make sure that they are different. If you end up with a bunch of sketches that are essentially variations on the exact same idea, try again, because you didn't do it right. As you are brainstorming, remember to keep in mind the requirements that you defined in Milestone 1 and the results of your user research.

### Part (b): Idea Polishing

Select the three most promising ideas from your brainstorming, and re-sketch each idea on a sheet of paper neatly. Add annotations and/or provide descriptions where appropriate.

### Part (c): Hierarchical Task Graphs

Create Hierarchical Task Graphs for three major tasks that your system will support. For example, for a food ordering system, example tasks could be ordering food items, paying the bill, or setting up an account. ***If you are unsure about your selection of tasks, come talk to your instructor (in person) well in advance of the deadline.***

### Part (d): Low-Fidelity Prototypes

Using the storyboard technique, create low-fidelity prototypes for the three tasks presented above.

## **Part (e): Informal Prototype Evaluation**

Get feedback on your prototypes with at least 4 potential end users and summarize their feedback. You will incorporate their feedback when you implement your high-fidelity prototype in Milestone 3. You are permitted to use fellow classmates for two of these users. The remaining users must be from outside of class and ideally should be those contacted for Milestone 1.

### **Deliverable**

Turn in a written document in your portfolio binder.

- Provide a summary of the brainstorming process that briefly discusses the range of ideas that were explored, and how they relate to the requirements.
- Provide polished versions of the three sketches that you selected as having the most potential. Provide a paragraph describing the idea, then provide another paragraph justification as to why this sketch is appropriate given user needs, constraints, and/or the design requirements you specified in Milestone 1. Each of these sketches should comprise one page.
- Provide hierarchical task graphs for three major tasks that your system will support.
- Provide a polished storyboard for each of your three tasks.
- Provide a short summary of the feedback on your storyboards that you received during your informal testing.
- As a general guideline, you should expect to have roughly 9-13 pages of content (but no more than 16).
- In an appendix (which doesn't count towards your page count), provide evidence of your brainstorming (e.g., a photo of assorted sketches or the raw sketches themselves) and your informal user testing (e.g., your raw notes).