CS352 Project 8 (Prototype) Group Assignment

Recall that your mission is to design a substantial user interface, carefully and thoroughly following the methods and principles from CS 352. Guide your efforts by following the PRICPE process.

Prototype #2 (PRICP**E**)

This is a high-fidelity version of what you turned in for Interactive Design Gallery #1. You will have much more extensive justifications for your design decisions, since you've now done research and evaluation, have learned more through readings, lectures, and activities, and have received feedback on your project along the way.

Your runnable prototype does not have to be 100% complete, but it should be ~90% complete, with at least half the screen's visual appearance in fairly final form.

Your new write-up (can be in Google Docs, or just a PDF) should contain the following:
- A very brief summary of the problem your system is addressing and what kind of users you're targeting.
- A storyboard of your high-fidelity prototype. This can be a flowchart of how screens flow throughout the interface.
- A copy of your interactive PDF, which allows people to test out your prototype.
- For the design decisions you have made, include a written justification of each of the design decisions as they have ended up in this prototype. You can base some justifications on general usability principles, but the majority should be based on your particular population and your user Research and Evaluation. Justifications based on feedback you've received are good too, especially if they are tied to the specific users/tasks your software is supposed to support.
- **Note**: We suggest using Balsmaiq, but that is not a requirement. You can use a different prototyping tool. However, you need to make sure whatever you turn in should include an interactive PDF or a link to an interactive runnable prototype. If you want to use a different tool, then please discuss it with your grader. There are lists of possible tools in the Tools page in the Resources Canvas module.
- You must provide a copy of the prototype for the grader to reference.

There is a sample in the Resources section of the class web site.

This is actually a draft of your final project. Looking ahead at the final version, your final prototype will be graded on the strength of connection between usability design principles/fundamentals/strategies and your users with the decisions you made. You'll want to include plenty of justifications from all design principles/fundamentals/strategies, feedback you've gotten along the way, your analytical work, and your empirical observations. That is, the more justification for each design decision based on the HCI principles, feedback, and the user observations and evaluations you have done this term,

the better your grade.

How to turn it in:
- Your team will prepare a document with the information above.
- Your prototype will be showcased in Interactive Design Gallery #2. See Canvas for more instructions.

In your report **please provide a brief description of who participated** and how the work was shared. In particular include the name(s) of any group member(s) **who did not contribute to the work**. The grader will assign a different grade (usually a 0) for their lack of participation.

Grading Criteria for Project 8
Total of 40 points

- 4 points: Summary of the problem and target users
- 20 points: Prototype (interactive PDF or link to an interactive prototype). Graded on (5 points: clarity, 5 points: a clean, attractive visual appearance, 7 points: consistency with usability principles, and 7 points: appropriateness to your target users.) 50% penalty if the prototype is obviously incomplete for the task it's supposed to support.
- 16 points: Justification of design decisions:
  - 4 points: justification based on design principles,
  - 4 points: justifications based on feedback from prior feedback (comments on grading, interactive design galleries, etc.),
  - 4 points: justification based on analytical work,
  - 4 points: justifications based on empirical work).

Note: Make sure to include participation report at the end of your project document: -2 points if the group fails to add the participation report.