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CSIT335 - Intro to Human Computer Interaction
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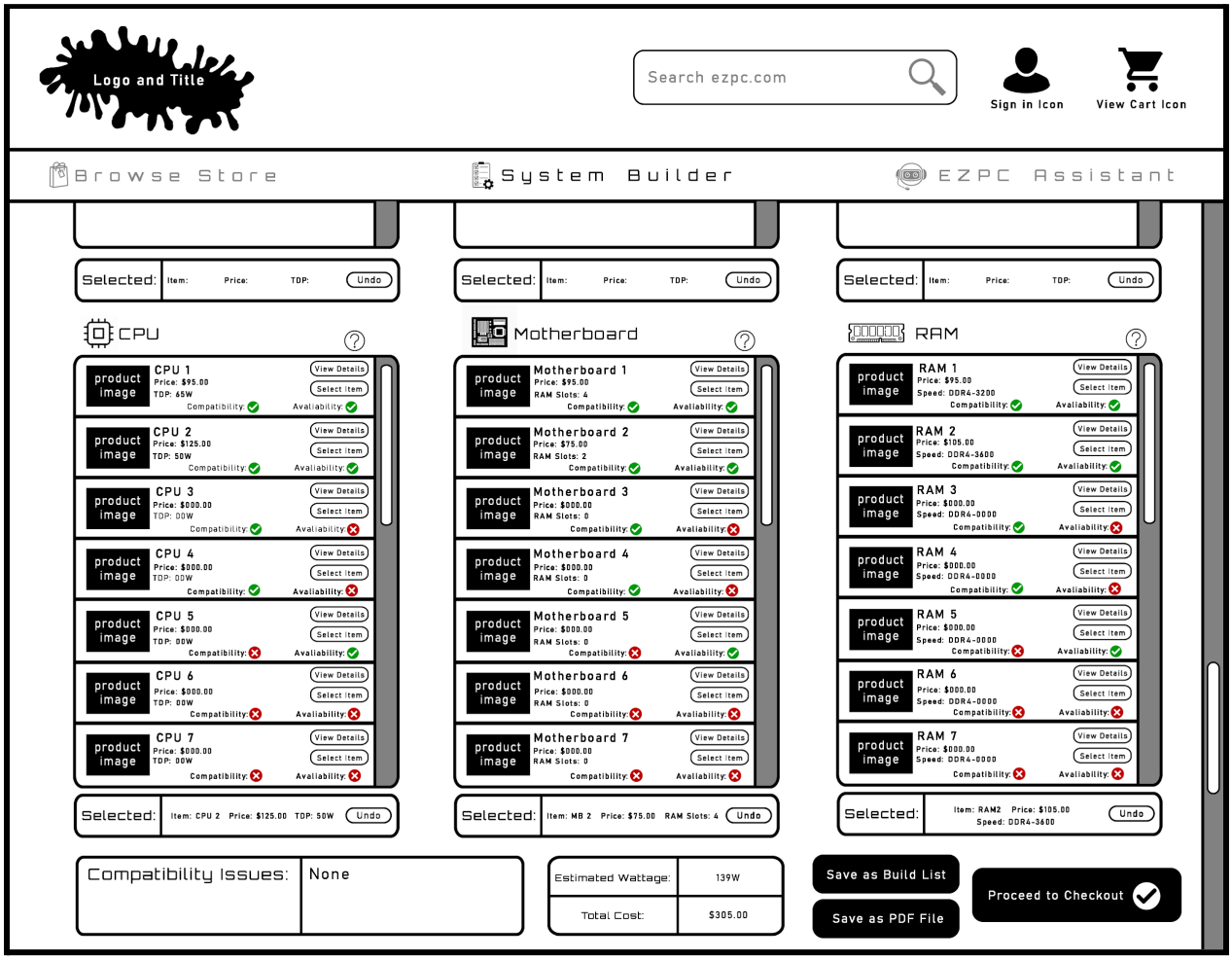
Module 4: Project Prototype (Part III)

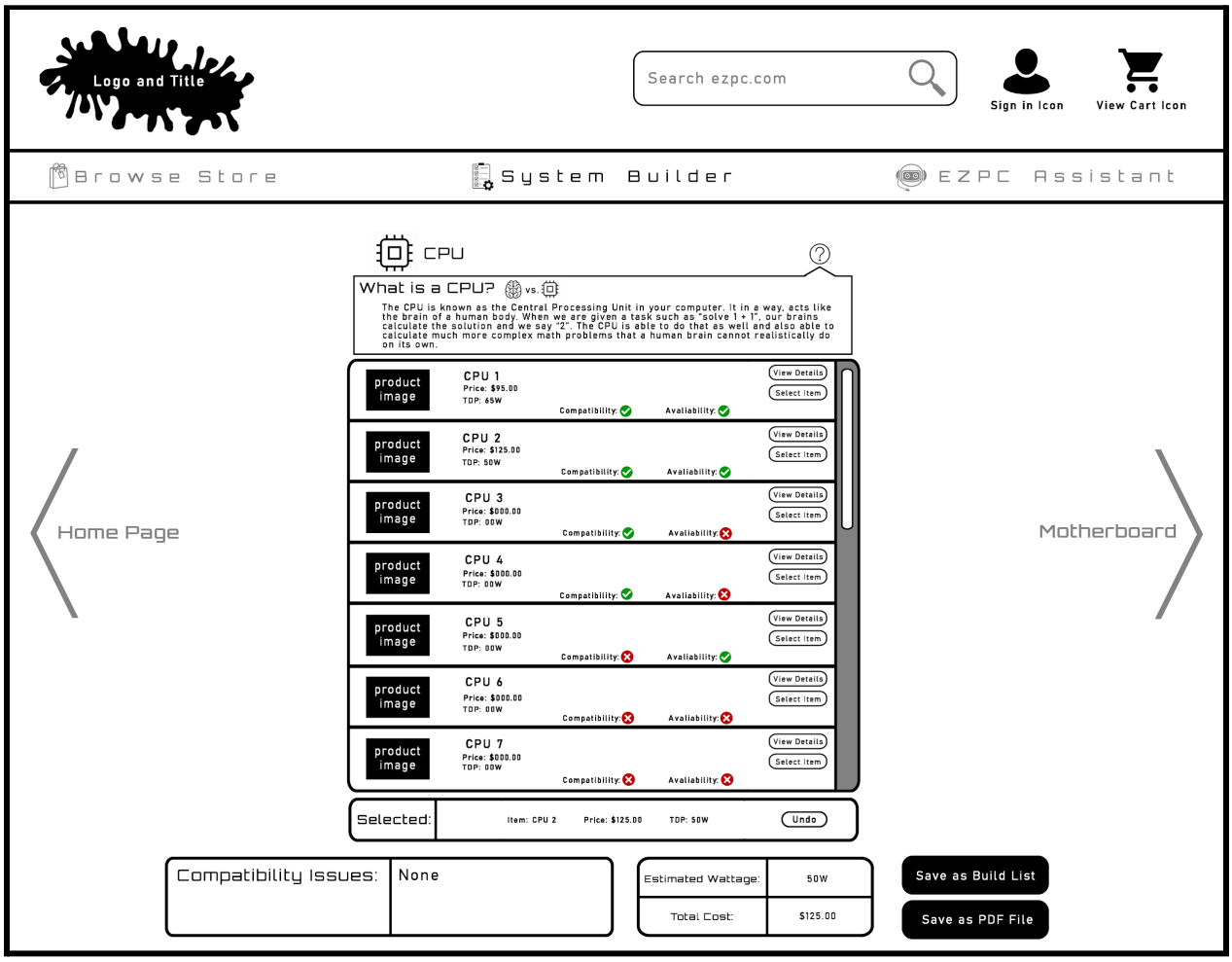
1: Design

Low-Fidelity Sketch #1 (System Builder Page):



** This low-fidelity sketch is better to be viewed from the file package that contains the actual .png file to see more detail **

Low-Fidelity Sketch #2 (System Builder Page):



_____** This low-fidelity sketch is better to be viewed from the file package that contains the actual .png file to see more detail **

2: Evaluation

_____By looking at both of the prototypes I have created for my EZPC Builder website, which features a computer system builder, I can safely say that both prototypes can easily be used for the system builder page of my website.

Looking at the **first prototype**, we can see that we have a logo and title placement to the top left corner of the web page. If we look towards the right, we see a search bar where a user can input something which will respond to keywords shown in user comments and products. We also see a sign in icon where users can sign into the website to view their build lists. We also see a cart icon where a user can see what computer components they have in their cart. Looking down, we see three clickable links such as “Browse Store”, “System Builder”, and “EZPC

Assistant". When we click on "Browse Store", it will redirect us to the store page. If we click on "System Builder", it will redirect us to the system builder web application where the user can build his computer. Lastly, we have the "EZPC Assistant" where a user can click on it to complete a questionnaire to get results on recommended parts rather than going to the store or using the system builder. As we can see though, "EZPC Assistant" and "Browse Store" are grayed out and "System Builder" isn't because we are currently viewing the low-fidelity prototype version of the system builder web page.

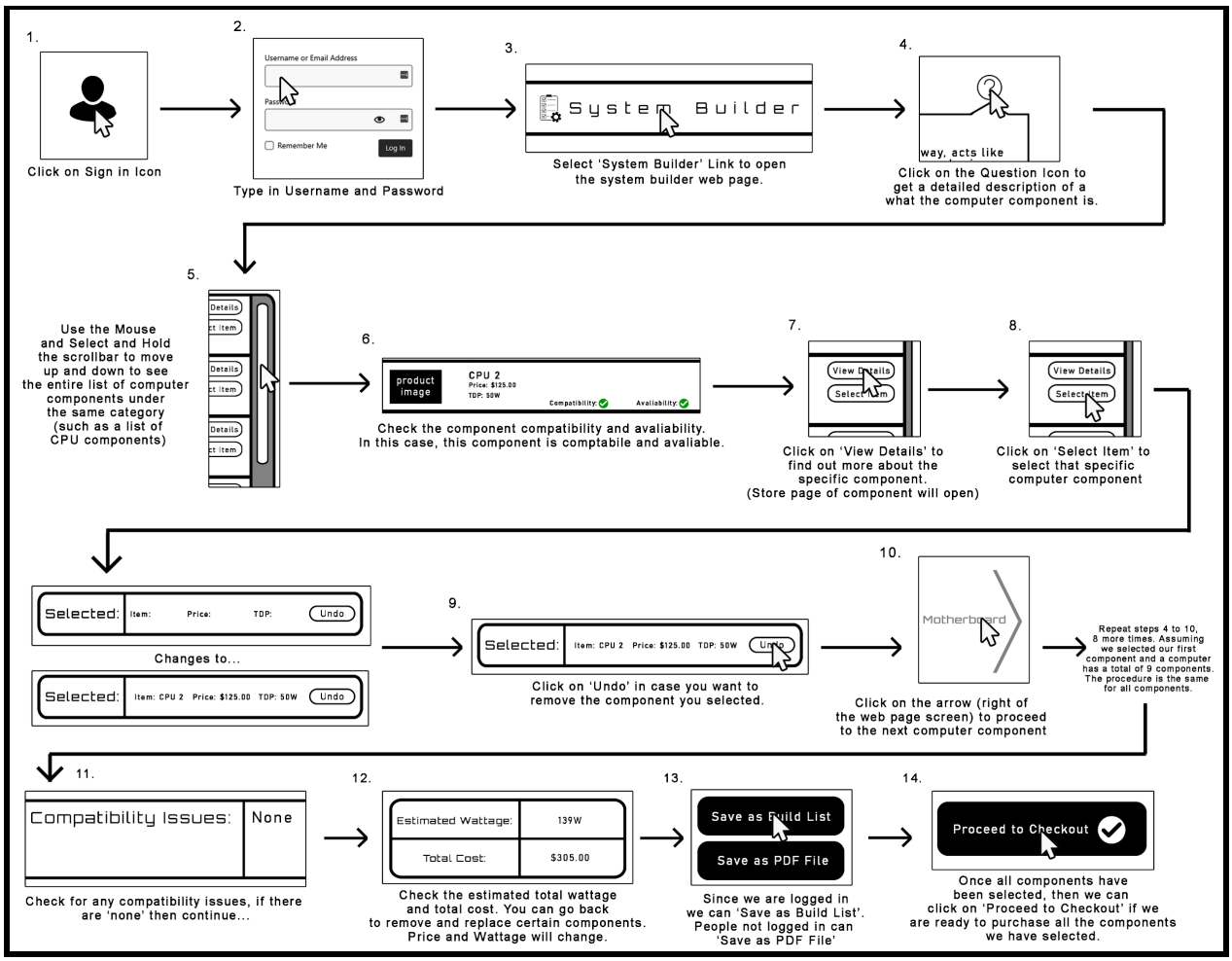
The second prototype holds similarities with the first prototype based on the header layout and functionalities as well as "Compatibility Issues" box, "Estimated Wattage" box, "Total Cost" box, "Save as Build List" button, and "Save as PDF File" button .

Where they differ is the way the system builder web page is organized for the user. In the first prototype, we see that the user will be viewing all the computer components in a single page. The first prototype features scrollbars where the user can scroll down to see all the computer components they need to select to build a computer. Within those computer component boxes, we see more scrollbars that feature products inside relative to the computer components (CPU will have CPU components only inside its box). Right next to the titles of each computer component we have a question mark icon. Once you click on this icon, it will open a new webpage which will show you the details about that certain component. The **second prototype** shows only one computer component box and gray arrows pointing towards the right and left of the web screen. Once the user selects a component, he can click on "Motherboard" arrow to go to a similar computer component layout that only features Motherboards. Once a user selects a motherboard, he can click on the arrow again and move on through the list of computer components in a linear fashion. Also, unlike the question mark icon in the first prototype, when you click on the icon in the second prototype, it will show a small drop down text that will explain directly in the page rather than having to redirect you.

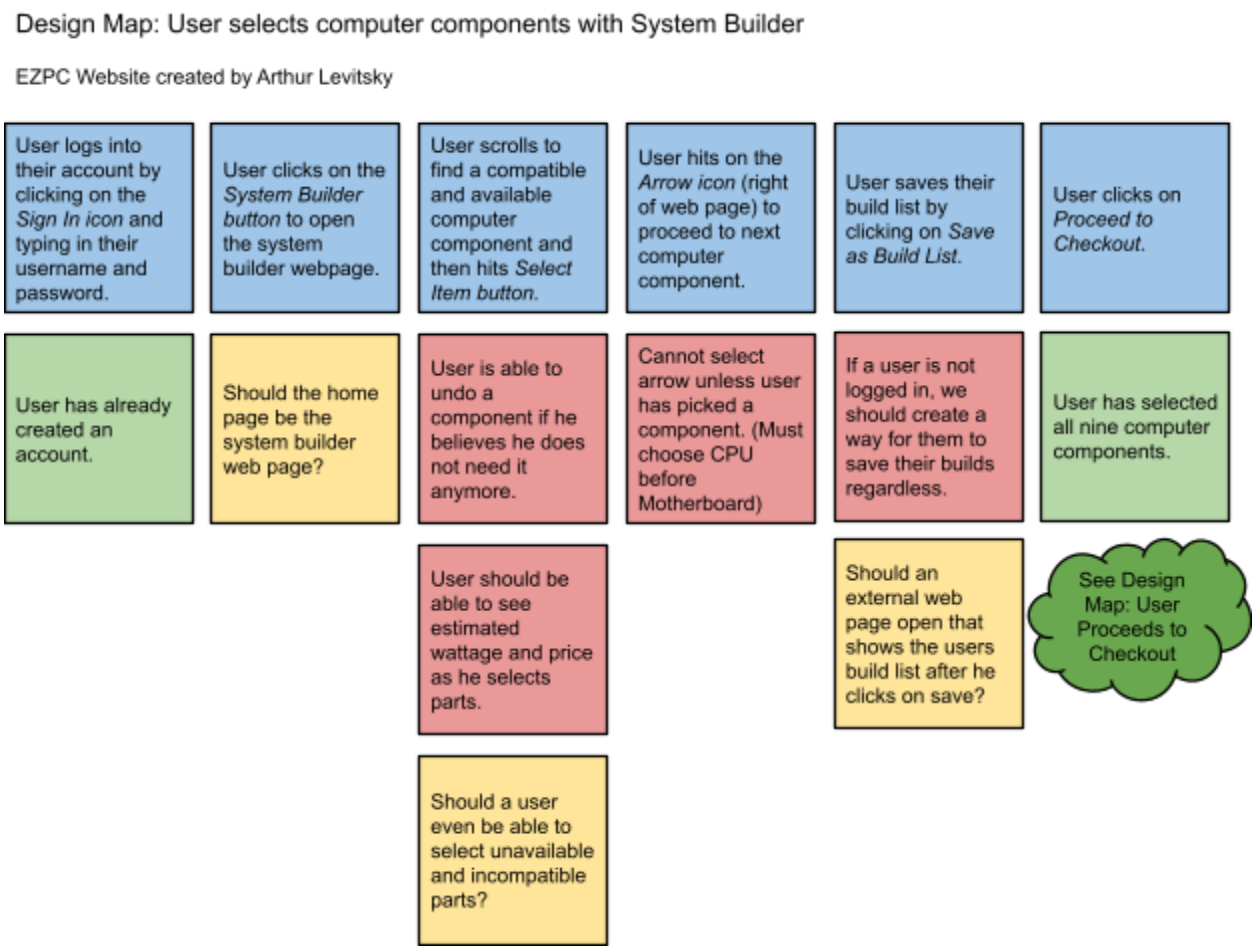
_____I feel that I should drop the first prototype. By the looks of it, since I am still designing a website that features a simple and easy-to-use system builder, I must make it simple and not overbearing for my user group. The user group that I have are people who have some slight understanding about technology and about computers. The first prototype will definitely feel overbearing as there is a lot of information being presented to this specific user group. We might confuse the users and possibly receive questions such as "Which component do I choose first?". With the first prototype, it won't help us at all since all the components are presented in a single page. In order to keep things simple, we must balance with the amount of information being presented. In this case, we have way too much information and we must present less.

3: Choice and Refinement

Storyboard (System Builder Page):



** This storyboard is better to be viewed from the file package that contains the actual .png file to see more detail **



Why did you choose the specific prototype for future development?

The reason I chose this prototype for my future development unlike my first prototype is because the first prototype will not fit for my user group. The first prototype just looks way too complex and unappealing for users that don't have a lot of experience with computers. If a user looks at that, they might freak out and not want to go through the process because they might feel lost. The second prototype fixes that by leading the user in a linear path and guides them and what component to choose first.

How the prototype was modified compared to previous ones?

Well the prototype was modified compared to the first and second prototype by implementing a functionality that doesn't allow the user to continue without selecting a component first. Also the user is not able to select any component that is not available or compatible to prevent any confusion and stress later on when the user has formulated all his components.

Did the user base change?

_____I would say that the user base did not change simply because I was able to formulate a better design compared to the first one. If the second prototype didn't exist, then there would have been a possibility that the user base could have changed and would require users with more skill in computers.

Have you changed any of the planned tasks for your interface?

I have not changed any planned tasks for my interface. I have implemented all the required tasks for the system builder web page only to get an idea of how the web page will look like.

4: Finalized Design

For my finalized design, I have decided to **side with the second prototype and make some changes**. These changes that I have made to it would be to not allow users to select the arrow to continue to the next component unless they have selected a component for the current one. For the second prototype, I will make sure that a user is not able to select (but only view details) about a component that is not compatible or unavailable. I will also make the system builder web page as the homepage for the website. This means that when users click on the website, the first thing they will see is what the second prototype shows.

5: Lessons Learned

Has your perception on computer interfaces changed?

To a degree, I would say that my perception on computer interfaces has definitely changed. In the past, I used to believe that going through a website or the structure of a website was done with artisticity. Although it is true, I have figured out that creating websites and interfaces isn't all about artisticity and what is visually appealing but what is also understandable and easy to use. We want to create an interface where people can interact with the computer and not just about how cool something looks on our displays. We need to take into consideration what the users feel when they use our interface.