Milestone 2: Designing a Project Managing Tool Prototype

Objective: To apply the interaction design elements and to create a user-friendly web prototype.

Instructions:
1. **Screen type:**
   ○ You are to create one screen of a project management screen that you would use for managing tasks/assignments. The screen must be sized accurately for desktop/web use.
2. **Define User Personas:**
   ○ Create at least one user persona. This persona should represent the target audience for your app. Consider factors such as age, interests, and tech-savviness.
3. **Sketch Initial Ideas:**
   ○ Use Figma to sketch rough wireframes of the screen of your webpage. Focus on the user flow and key interactions. Don't worry about details at this stage.
4. **Create Mid Fidelity or High Fidelity prototype screen:**
   ○ Develop a mid-fidelity or high-fidelity prototype design for the screen of your app. Use basic shapes and lines to represent different elements. Pay attention to layout, navigation, and information hierarchy.
5. **Add an Interactive element:**
   ○ Use Figma's component feature to add an interactive element. The element could be the following:
      i. check box
      ii. radio button
      iii. Click state change
      iv. Hover state change
6. **Gather Feedback:**
   ○ Share your prototype with classmates or friends and gather feedback. Ask specific questions about the user interface, navigation, and overall user experience.

7. **Document Your Design Decisions:**
   ○ Write a brief document explaining your key design decisions throughout the process. Discuss how your design choices contribute to a positive user experience. It can be done in Figma on a separate page, or as a separate word doc, pdf file. It must be 0.5-1 page max.

Submission:

- The assignment deadline is at 11:59pm week from when this milestone has been assigned. Please check Blackboard submission box for the deadline date.
- Submit your Figma link with the final interactive prototype and document detailing your design decisions.

This activity allows students to apply interaction design principles, from ideation to prototyping and helps them understand the importance of user feedback in the design process.

Assessment criteria

Full marks for completion, 0 if one of the required criteria is missing.

1. User Persona (5 marks):
   - Creation of at least one realistic and detailed user persona.
   - Consideration of relevant factors such as age, interests, and tech-savviness.
   - Alignment of the persona with the target audience for the project management tool.

2. Sketching Initial Ideas (5 marks):
   - Use Figma to create rough wireframes for the project management screen.
   - Emphasis on user flow and key interactions.
   - No need for detailed design at this stage.

3. Mid or High-Fidelity Prototype (5 marks):
   - Development of high-fidelity design for the screen.
   - Use of basic shapes and lines to represent different elements.
   - Use of colours that contrast well
   - Attention to layout, navigation, and information hierarchy.

4. Interactive Element (5 marks):
   - Integration of an interactive element using Figma's component feature.
   - Appropriate selection and implementation of the interactive element (checkbox, radio button, click state change, or hover state change).
   - Seamless incorporation of the interactive element into the overall design.

5. Gathered Feedback (3 marks):
   - Clear evidence of sharing the prototype with classmates or friends.
   - Documentation of specific feedback received.
   - Demonstration of how the feedback influenced design decisions.

6. Documented Design Decisions (2 marks):
   - Submission of a concise document explaining key design decisions.
   - Discussion of how design choices contribute to a positive user experience.
   - Coherent explanation of the design rationale throughout the process.

7. Submission and Deadline Adherence (5 marks):
   - Submit the timely version by the end of the specified deadline.
   - The Figma link is included with the final interactive prototype.
   - Inclusion of a document detailing design decisions.

These assessment criteria cover key aspects of the assignment, from user persona creation to the submission of the final prototype, and emphasize the application of interaction design principles throughout the process.