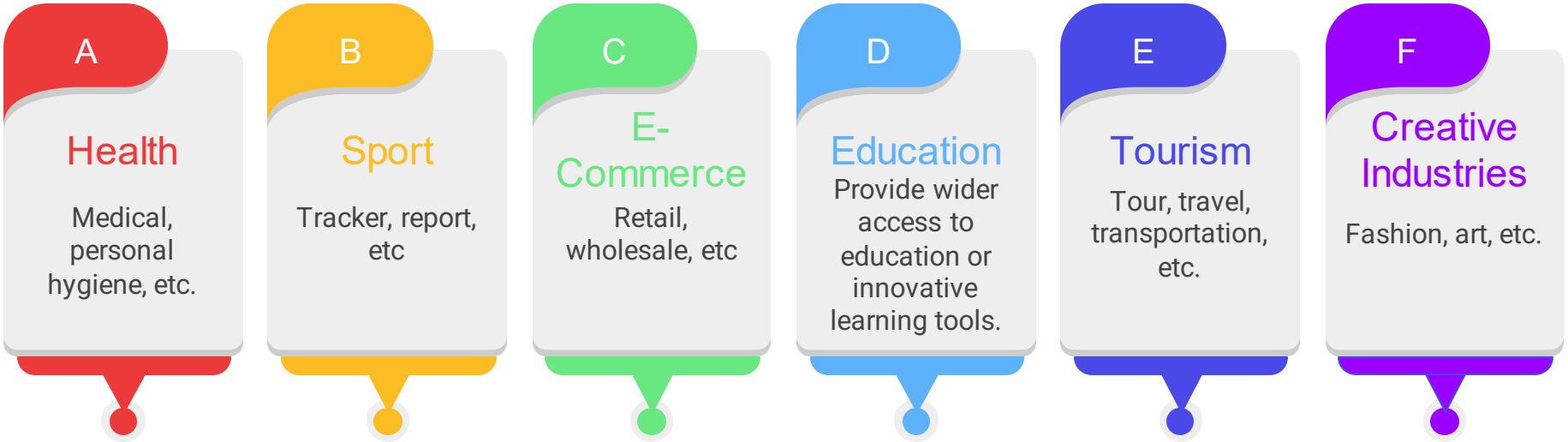
IF3151

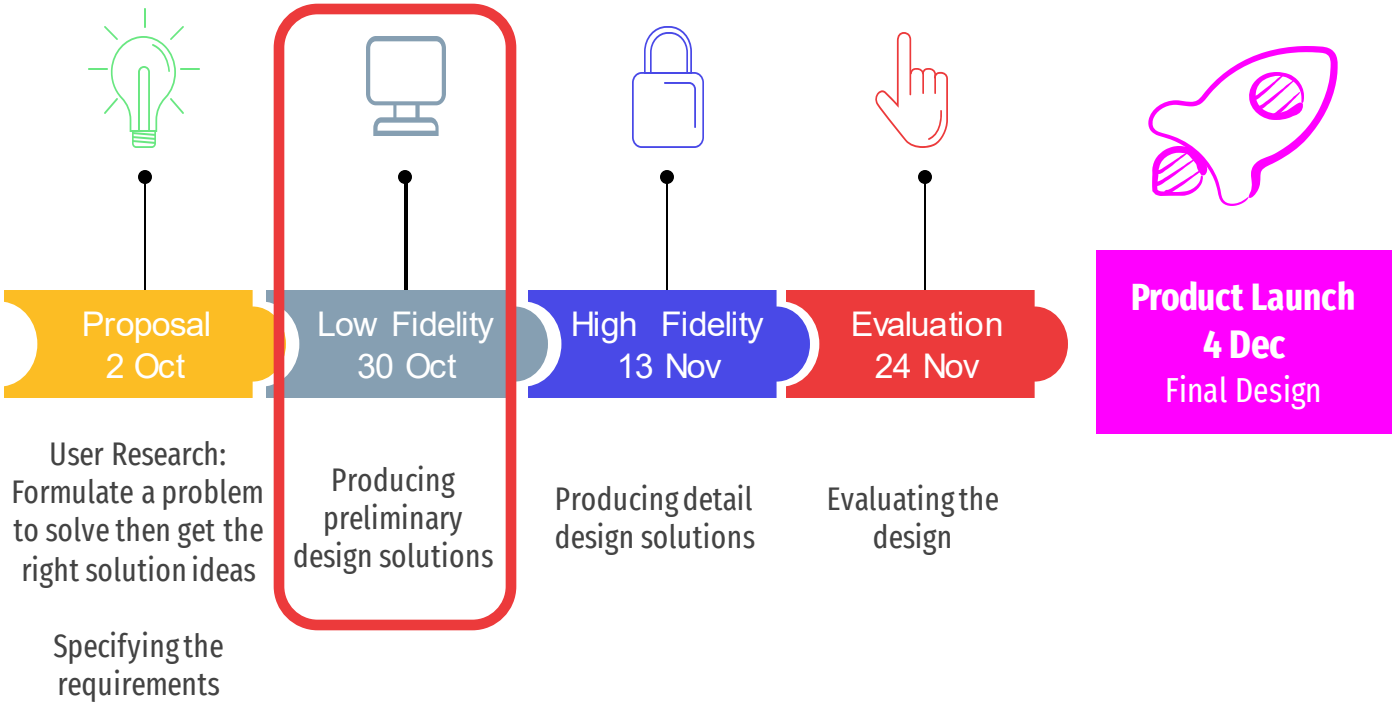
Human Computer Interaction

Project

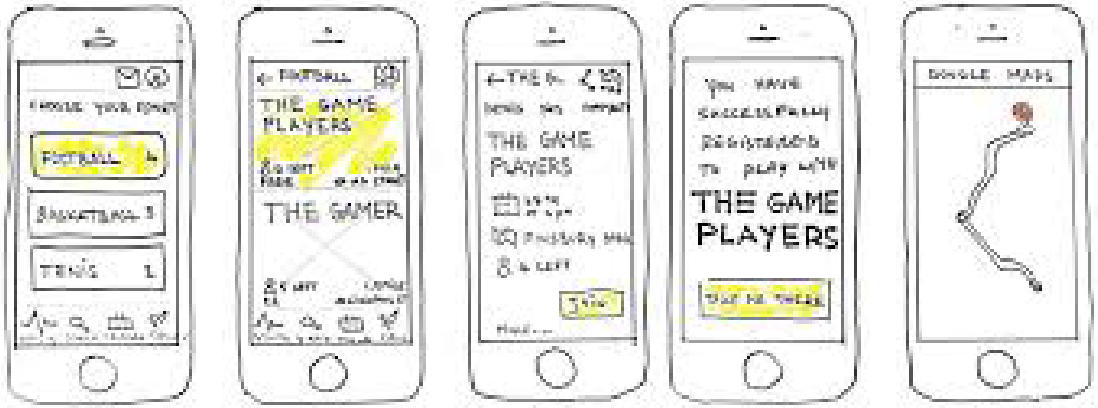
Domains/Topics



Milestones


Proposal
2 Oct
Low Fidelity
30 Oct
High Fidelity
13 Nov
Evaluation
24 Nov
Product Launch
4 Dec
Final Design
User Research: Formulate a problem to solve then get the right solution ideas
Specifying the requirements
Producing preliminary design solutions
Producing detail design solutions
Evaluating the design

Discover & Requirement



Low-Fidelity Prototype

30 Oct

Task Description

- for the identified N most essential requirements, articulate the **design ideas** to achieve their usability and UX goals

- develop a **low-fidelity prototype** that you believe will satisfy the main requirements, attain goals and bring your design ideas to life

For the report, you will need to describe the conceptual model

- A conceptual model is:

  "…a high-level description of how a system is organized and operates" (Johnson and Henderson, 2002, p26)

- A conceptual model enables:

  "…designers to straighten out their thinking before they start laying out their widgets" (Johnson and Henderson, 2002, p28)

- Provides a working strategy and framework of general concepts and their interrelations

The conceptual model provides:

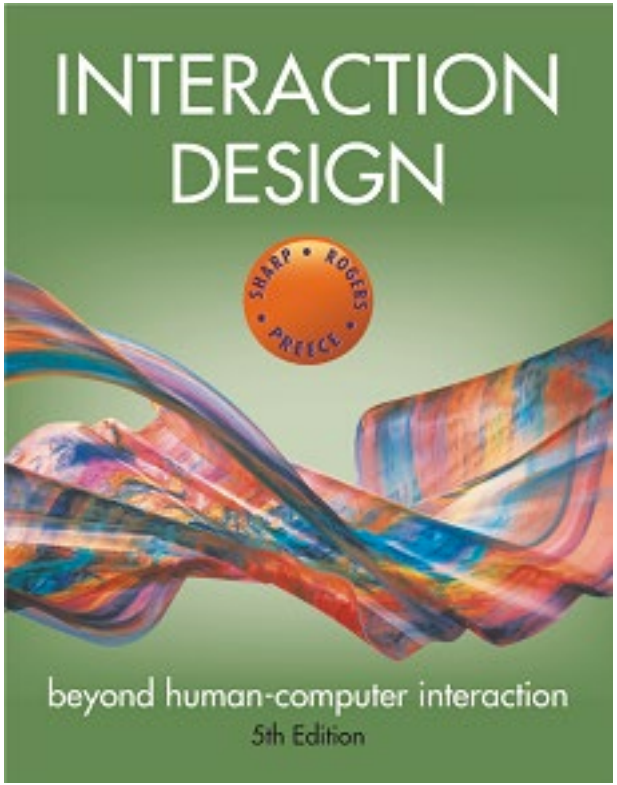
- What tasks the users will be able to conduct with the app
- The objects that they will work with within the app
- The relationships that those objects have to each other
- The actions that users can take using the objects
- The attributes associated with each object
- The language used to describe objects, attributes, etc.

For the report, you will also need to illustrate the conceptual model with user/customer journey.

- The customer journey is the complete sum of experiences that customers go through when interacting with an interactive product.
- Instead of looking at just a part of a transaction or experience, the customer journey documents the full experience of being a customer.
- You may use the following as the template for your user/customer journey map

https://drive.google.com/file/d/1UqeylaWNpSpfV5ZRo9pV5foKmBiWb3nN/view?usp=sharing

Read Chapter 12: Design, Prototyping and Construction



Deliverables

One concise report in document format and one amazing presentation, including:

1. Cover: Title & group identity
2. Problems (You can describe the problem precisely rather than the previous milestone; 2-3 pages)
3. Group Result
   a. Brief description of the conceptual model of your system (1 page)
   b. User/Customer Journey map (as needed to illustrate the conceptual model)
   c. At least N-Requirements of the application, each should have
      - Descriptions (in 5-6 sentences) what this functionality is supposed to do
      - The most important usability goals
      - Design ideas to achieve the above goals (3-5) sentences
   d. The most crucial user experience goal
4. N-Individual Results, each should have
   a. A series of screens and/or interaction (preliminary, low-fidelity) designs that will implement a requirement.
   b. For each screen/interaction design, provide a concise and yet complete description of your design, including a description of how your design ideas translate into screen/interaction design.
   c. Person in Charge for working on this requirement

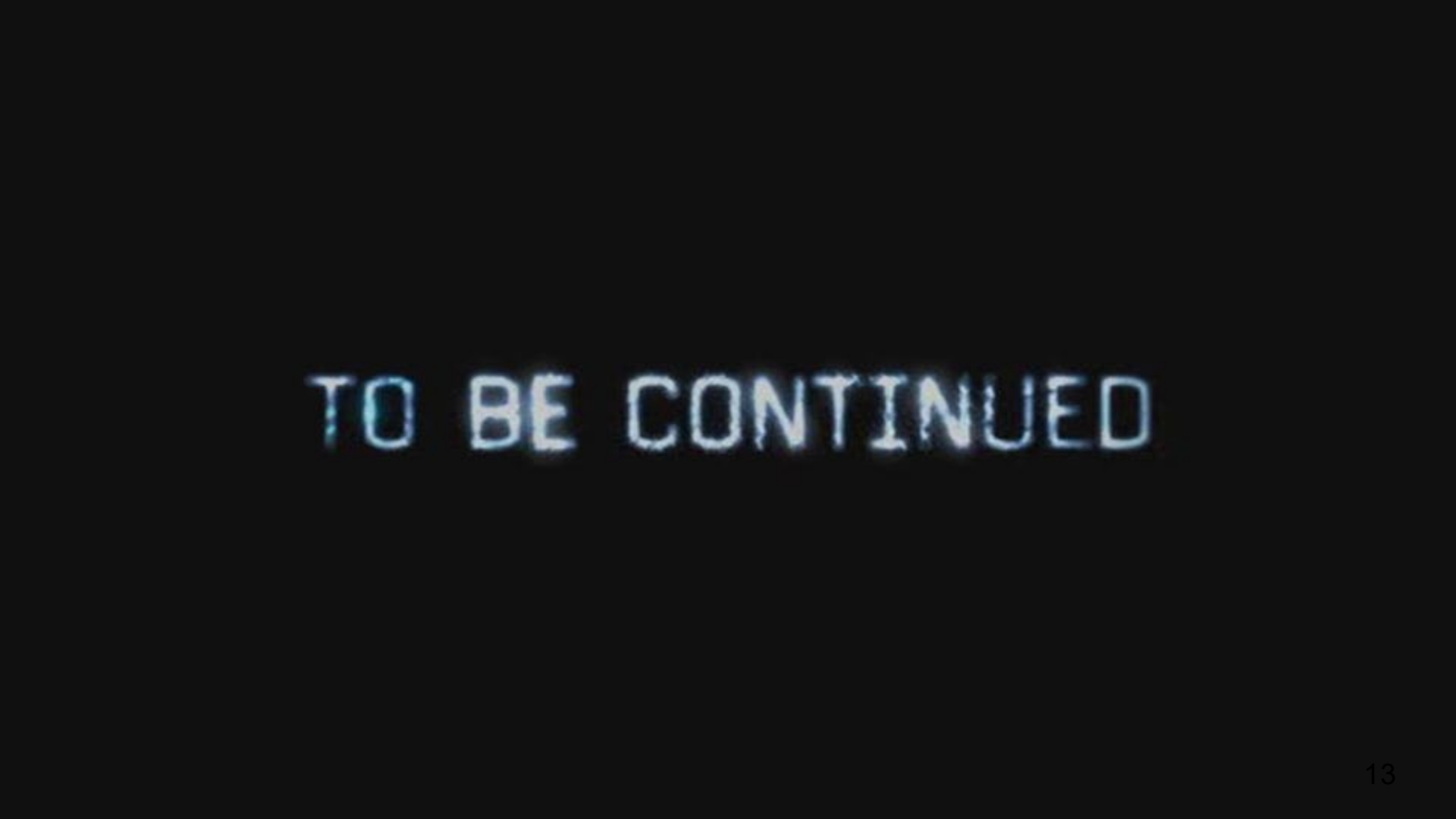
Deliverables

- One concise report in document format and one amazing presentation
- Naming convention

  2_PreliminaryDesign_GroupID_ClassID e.g.

  2_PreliminaryDesign_G09_K3.doc(x)

  2_PreliminaryDesign_G09_K3.ppt(x)
- Upload **TWO** seperate files (**NOT in a zipped**) to **Edunex** before **30 October 2022 20.02**


TO BE CONTINUED