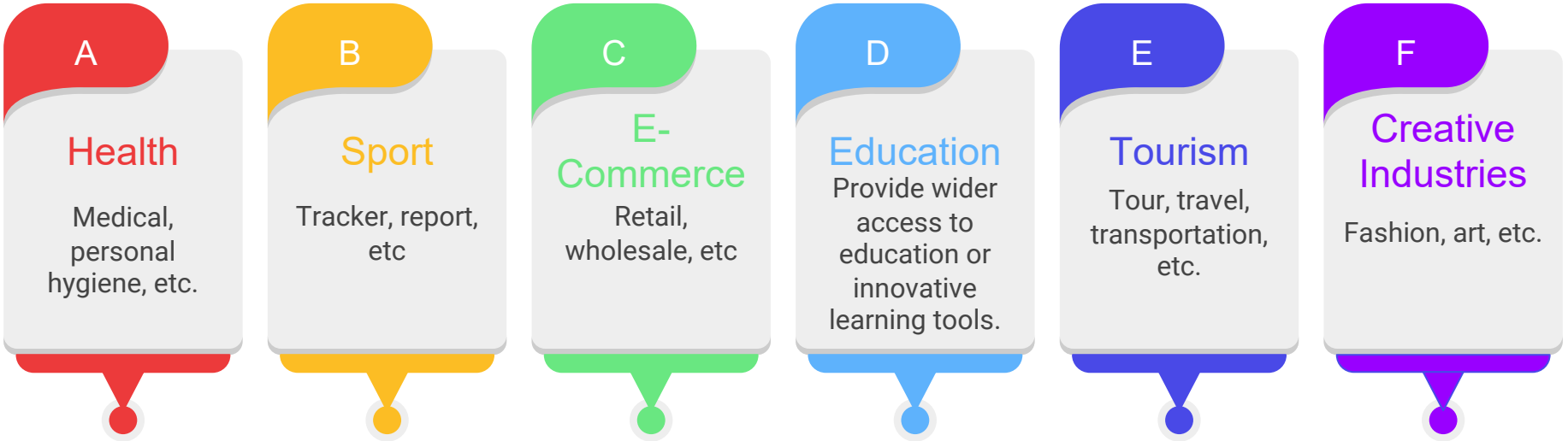
IF3151

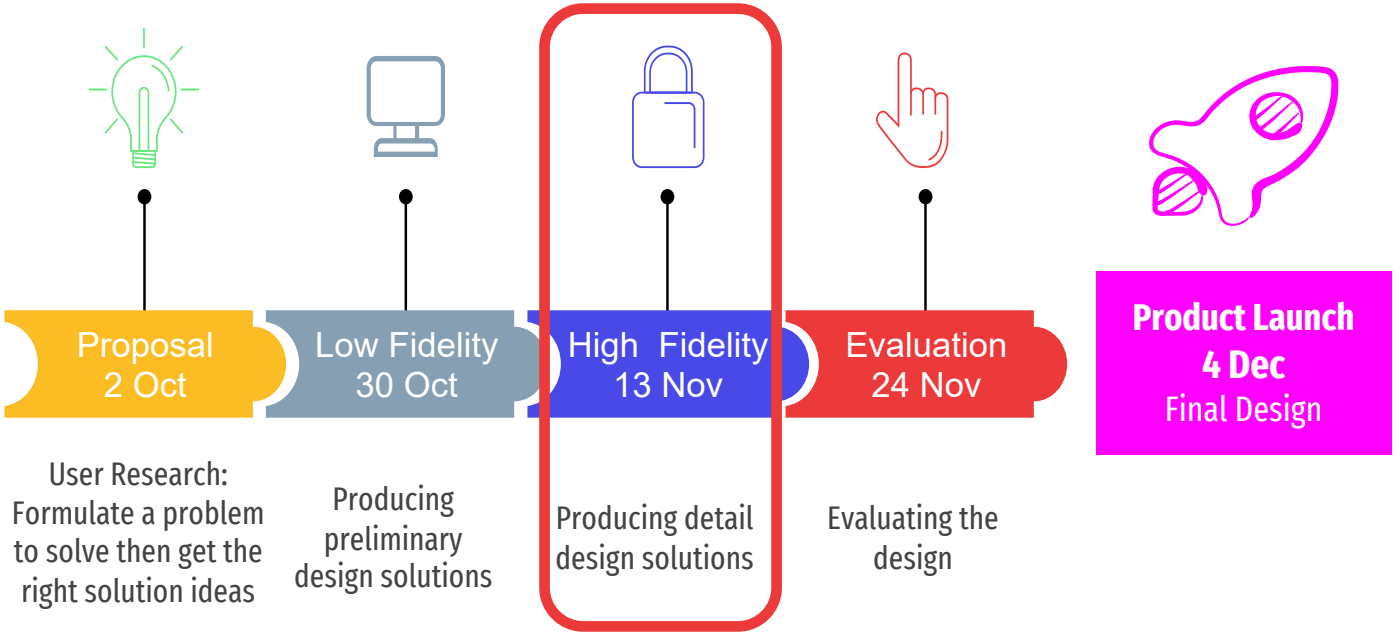
Human Computer Interaction

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 and Low-fi

High Fidelity Prototyping

Prototype looks more like the final system than a low-fidelity version

Uses materials that you would expect to be in the final product

Can be developed by integrating existing hardware and software components

Task Description

- based on your previous work in preliminary design(low-fidelity prototype), develop a **high-fidelity prototype** for your applications.

- the prototype must be a **runnable program** and should provide a wide range of functions as you have proposed although each function might still have little detail (i.e., horizontal compromise).

Deliverables

Each group must present a live demo of the high-fidelity prototype during the class meeting on 14, 18 and 21 November 2022. The live demo must include all the functions designed in low-fidelity.

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

1. Cover: Title & group identity
2. Group Result
    a. Short descriptions about scope of the application and its interaction problems (1 page).
    b. Metaphor and Conceptual Model (both in a short descriptions, 1 page).
    c. At least N-requirements of the application, each should have:
        a. Short descriptions (in 2-3 sentences) what this functionality is supposed to do.
        b. The most important usability goals.
    d. The most crucial user experience goal.
3. N-Individual Results, each should have
    a. A series of screens and/or interaction (high-fidelity) designs that will implement a requirement.
    b. For each screen/interaction design, provide a concise and yet complete description of your design, including description of how your low-fidelity design transform into high-fidelity and justification of design related to usability and UX goals.
    c. Person in Charge for working on this requirement.

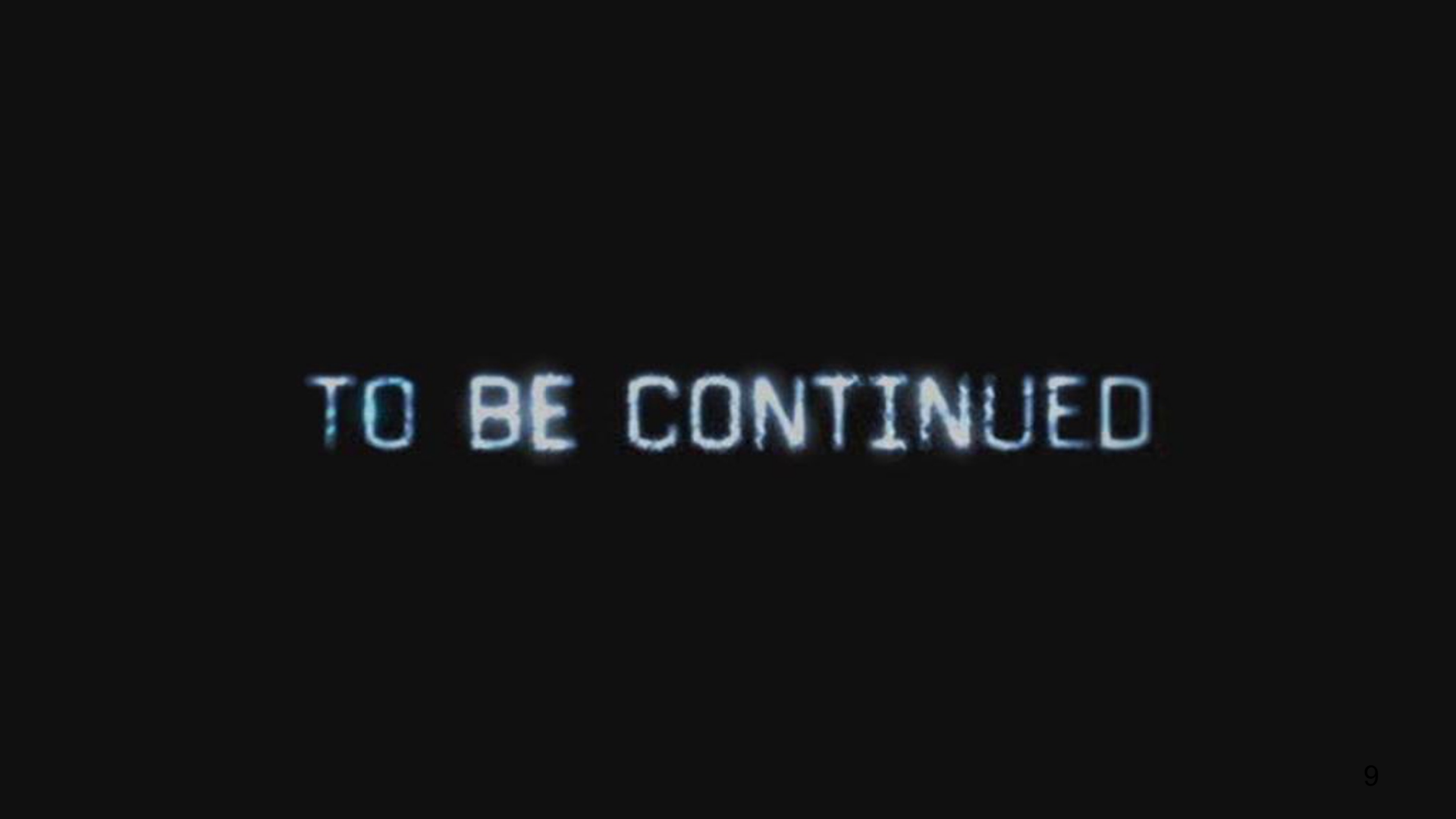
Deliverables

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

  3_DetailDesign_GroupID_ClassID e.g.

  3_DetailDesign_G09_K3.doc(x)

  3_DetailDesign_G09_K3.ppt(x)
- Upload **TWO** separate files (**NOT in a zipped**) to **Edunex** before **13 November 2022 23.59**


TO BE CONTINUED