Assignment 4

1 Aim

Design an interface prototype for selected product/system

2 Objective

To be able to identify and design an interface prototype for the selected system and make it easy for the user according to the requirements.

3 Outcome

Students will be able to design and understand the prototype used in detail.

4 Theory

Interface prototyping is an iterative development technique in which users are actively involved in the mocking-up of the UI for a system. UI prototypes have several purposes:

- As an analysis artifact that enables you to explore the problem space with your stakeholders.

- As a design artifact that enables you to explore the solution space of your system.

- A basis from which to explore the usability of your system.

- A vehicle for you to communicate the possible UI design(s) of your system.

- A potential foundation from which to continue developing the system.

The system under study is our final year project, which is a wearable technology for group management. The system consists of two main interfaces:

- Android application on a mobile device

Determine Needs

Build Prototype

Evaluate Prototype

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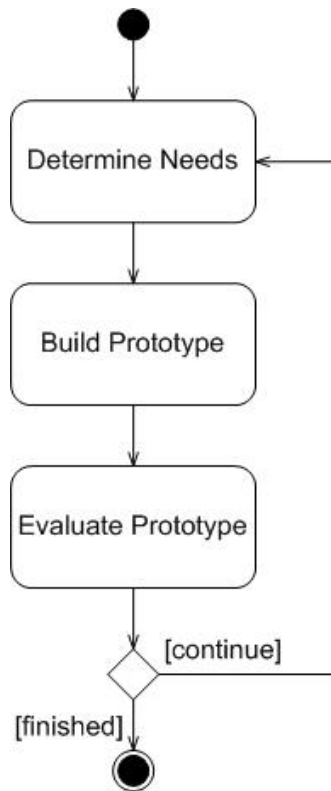
- A band with an OLED display and a buttons for user input

The tool which we have used for prototyping is JustInMind.
It provides a full range of web interactions and mobile gestures, so that you can focus on creating delightful user experiences.
It has the following features:

- Visual Design:
  We can design the style, size and layout distribution of any UI element to fit the look and feel of your screens.

- Web Interactions:
  We can design web experiences with a full range of interactions, animations and transitions.Also, we can create anything from simple links to advanced interactions.

- Mobile gestures:
  we can choose from a ton of gestures that allow you to rotate, tap, swipe, scroll and pinch your way through your mobile app prototype.

Prototyping is carried out in the following manner:
    Specialised users that may be using the system could be:

- Users with visual disabilities

- Senior citizens

- Young children

Suggestions to improve the system's accessibility design:

- Make fonts and colour schemes on the application and device screens easy to read

- Buttons should have easy to understand symbols so as to be understood by even toddlers who may not have learned how to read

- Text-to-speech output for the bands

- Haptic feedback on bands

- Incorporating suggestions from the Android Developer's official website into our application to make it more accessible

- Testing the system's accessibility design with specialised users and incorporating their suggestions.

5   Conclusion

Through this assignment, we understood how to design an interface prototype for our product.