



# SWEN90009 Software Requirements Analysis

Workshop 8 Digital Prototype



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# Presentation

|           |                    | Final Presentations                                 |   |                                |
|-----------|--------------------|---|---|--------------------------------|
| Workshops | Time               | Workshop Week 11                                    | Workshop Week 12                                    | Lecture Week 11                |
| #1        | Thursday<br>09.00  | SWEN90009-2020-EE-Wombat<br>SWEN90009-2020-EE-Koala | No workshop   |                                |
| #2        | Wednesday<br>10.00 | SWEN90009-2020-QR-Wombat<br>SWEN90009-2020-QR-Koala | SWEN90009-2020-BT-Wombat<br>SWEN90009-2020-BT-Koala | SWEN90009-2020-IN-Koala (MON)  |
| #3        | Monday<br>11.00    | SWEN90009-2020-DE-Wombat<br>SWEN90009-2020-DE-Koala | SWEN90009-2020-LM-Wombat<br>SWEN90009-2020-LM-Koala | SWEN90009-2020-OD-Wombat (MON) |
| #4        | Monday<br>12.00    | SWEN90009-2020-WS-Wombat<br>SWEN90009-2020-WS-Koala | SWEN90009-2020-IN-Wombat                            |                                |
| #5        | Tuesday<br>09.00   | SWEN90009-2020-EV-Wombat<br>SWEN90009-2020-EV-Koala | SWEN90009-2020-GW-Koala                             |                                |
| #6        | Friday<br>09.00    | SWEN90009-2020-CP-Wombat<br>SWEN90009-2020-CP-Koala | No workshop   |                                |
| #7        | Friday<br>12.00    | SWEN90009-2020-CD-Wombat<br>SWEN90009-2020-CD-Koala | SWEN90009-2020-CG-Wombat<br>SWEN90009-2020-CG-Koala | SWEN90009-2020-GW-Wombat (WED) |
| #8        | Friday<br>15.15    | SWEN90009-2020-LA-Wombat<br>SWEN90009-2020-LA-Koala | No workshop   |                                |



# 1. Workshop questions

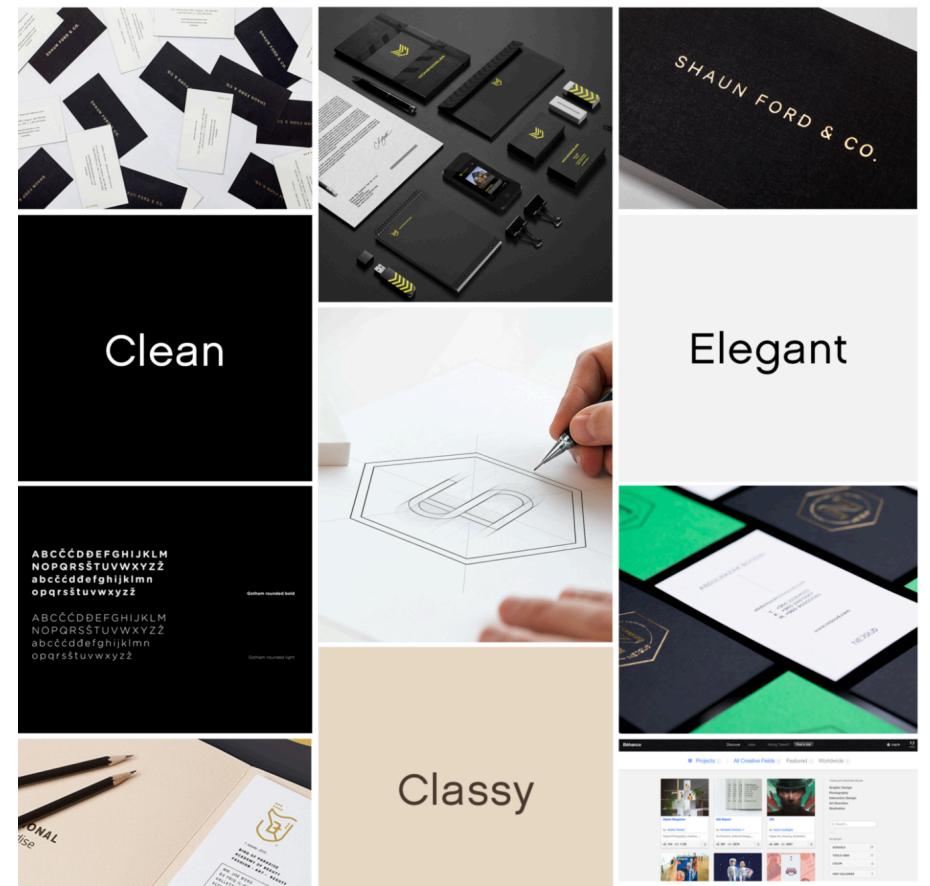
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# Question1:

## Why we design high fidelity digital prototypes?

- Prototyping allows designers to present their designs and see them in action. In the context of digital products, a prototype is **a simulation of the final interaction** between the user and the interface.
- Meaningful feedback during usability testing.
- Testability of specific UI elements or interactions.
- Increase buy-in from clients and stakeholders.

# Mood board



# Mood board Components



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## Question2:

### What is a mood board and how it can help you in this journey?

- ***What?***

A mood board is a way to collect different creative information in order to define what direction to take for the **look & feel** of your app.

These boards have everything you need to define the direction of your project: **photographs, designs, illustrations, color palettes, textures or descriptive concepts**.

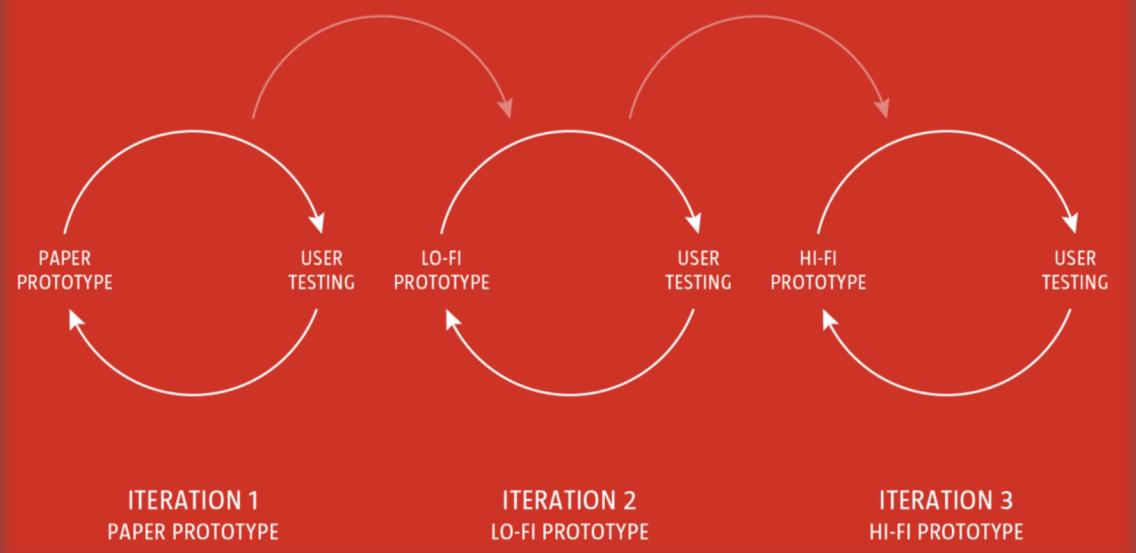
- ***Why?***

Client just can't picture what you describe to them when brainstorming.

Creating mood boards up front before getting into designing anything enables your client to **see the design direction you are moving towards** before you invest hours upon hours of work into designing.

# Question 3:

## Why should we wireframe our system before jumping to the digital prototype straight away?



- faster to create, enabling you to focus on functionality
- can be rapidly updated during user testing.
- look takes the pressure off



## 2. Work on your project