

RIA Tutorial: Prototype your RIA

Get into groups of **three**. This tutorial is split up into two sessions. You will be given a project brief and asked to develop a low-fidelity prototype of an RIA.

In the first session:

25MIN:

- Split into groups
- Identify a chairperson, note keeper, and presenter
- List **3 main features** that will be useful for your RIA. This could relate to the business logic or functionality, the media content, interactions etc...
- **Inspiration** Start off by deciding what you want to portray on your RIA. Draw some **sketches and draw out the storyboard!** What are the main goals of your RIA? Who will your audience be?
- Use the storyboards provided to sketch out the user interactions with your system
- Write out **four** questions that you would ask a focus group

Question 1:

Question 2:

Question 3:

Question 4:

15MIN:

- Pitch the idea to the group next to you using the storyboard to explain your concept
- Get feedback on each of the questions you wrote

Feedback Question 1:



Feedback Question 2:



Feedback Question 3:



Feedback Question 4:



10MIN:

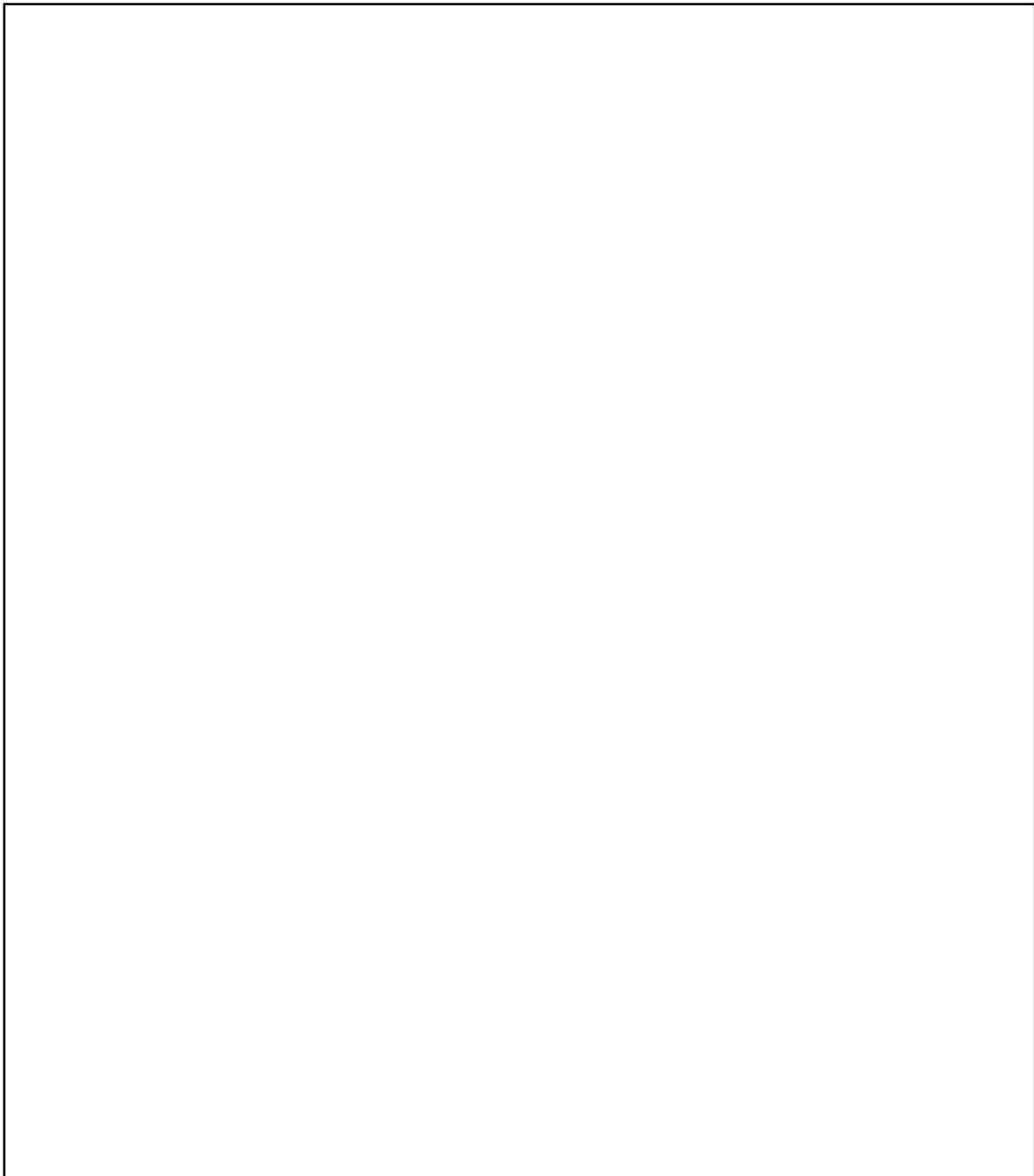
- Update your requirements to reflect the focus group
- Draw a second storyboard to reflect any changes

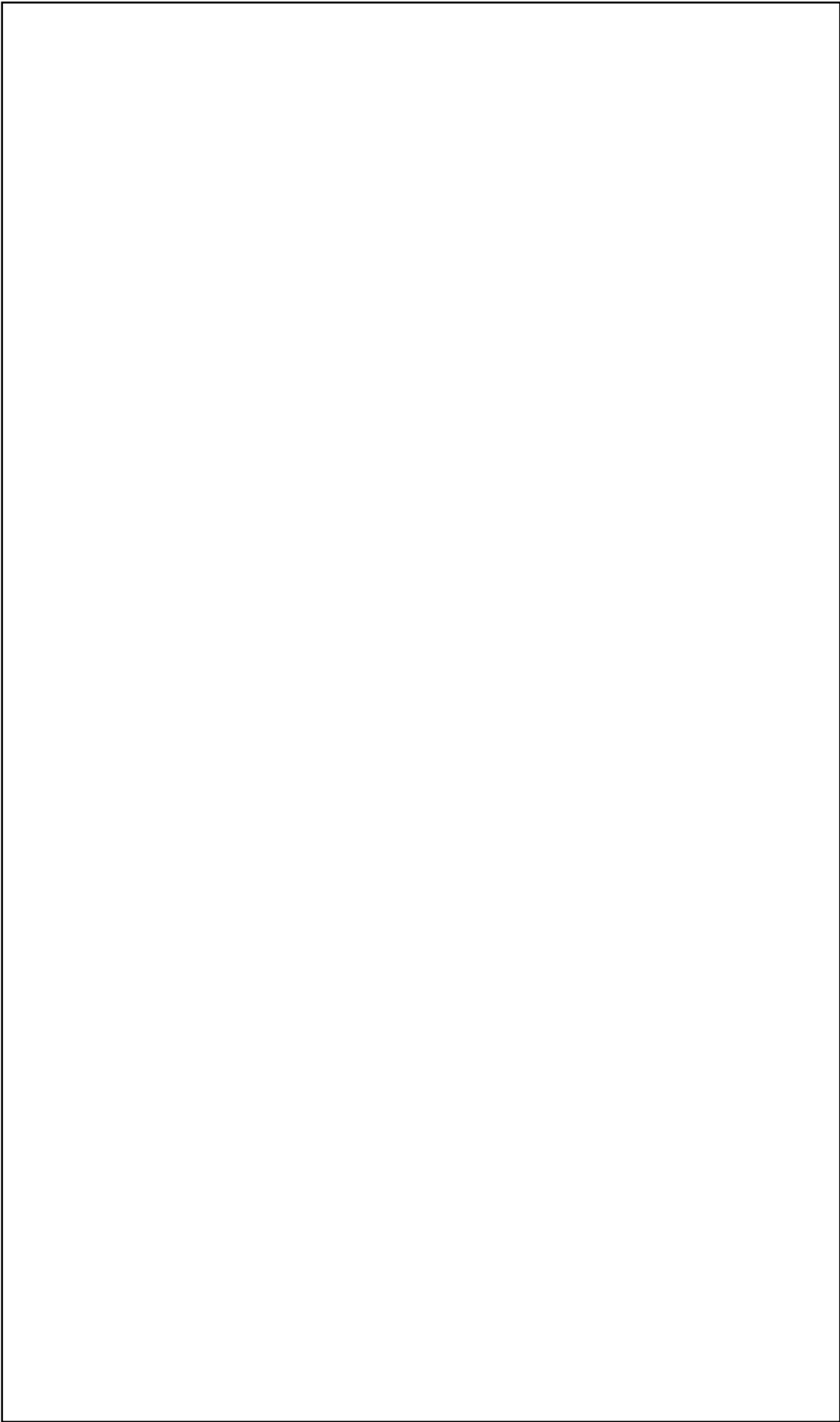
In the second session:

15MIN:

- Identify the type of application you are creating. Is it's purpose for
- **Information** – Does your user want informaton?
- **Process** – Do they need to complete a task?
- **Creation** – Do they want to create or update resources?
- Draw out a flow diagram or map to describe the **3 main features** in your app

Flow Diagram:

A large, empty rectangular box with a thin black border, intended for drawing a flow diagram. It occupies the lower half of the page.



30MIN:

- **Prototype!** You are going to design the interface and show how the user will interact with it.
- It's time to **design the UI of your RIA** and show off it's **interactions!** What screen design do you want? Are there any of the UI controls that will help you solve the brief? Use a tool like **balsamiq** to design the layout. You can use images of the UI controls, or other tools like fireworks to create the design. It's up to you, just be quick!
- Create a prototype that shows how the user could interact with your RIA. You can use **powerpoint** so that you can show the class at the end.

5MIN EACH:

- Each group presents their prototype to the class.

Presenter Notes:

RIA Tutorial: Problem Brief

one:

A local primary school has found that the grades in history class are falling. In order to motivate the kids to get engaged with history they want to build an online application. This application has to present history knowledge in a fun way, but also has to assess the students at discrete points. The students will have exams later on in the semester anyways, so you do not need to assess them in the traditional way, so avoid the usual online quiz paradigma.

two:

Even small companies generate a lot of data, from invoices to emails, reports to minutes for meetings. This is usually stored digitally and available over a network. Often it can be pretty hard to generate information from all this digital data. One way to help groups of users to seek out the information would be to use visualization, animation and interaction techniques that would display the search results in a more meaningful way.

three:

Those that love to cook, often do so because of the tactical process of measuring, prepping, and keeping track of the ingredients as they cook. A lot of the time, things can go wrong! While we are now starting to bring digital devices into the kitchen, a laptop with a recipe on, or the Nintendo DS with step-by-step instructions, but it's still a pretty impersonal process. Design a web application that will allow users to share the cooking successes and failures. They should be able to link to the recipes they used, or videos they followed as well as sharing their own media and documentation of the process.