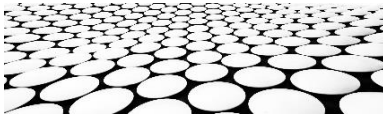


SEG3125 User Interface
Design and Analysis



PROJECT 1
Service Business Site

Step 3 – High-Fidelity Interactive Prototype



GOALS

It is important that you understand the idea of the project as a whole. So, refer to the following document which gives an overview of the project:

- [Summer2022-SEG3125-Project1-Overview.pdf](#)

The current document focuses on Step 3 of your project, in which you must implement in JavaScript, a High-Fidelity Interactive Prototype, which corresponds to an enhanced version of your mockups, taking into consideration the goals of different personas that were suggested by your peers. I will refer to this High-Fidelity Interactive Prototype as your Service Business Site UI, or simply as your UI in this document.

The purpose of this development step, is to:

- Learn about HTML/CSS/JavaScript, in particular Bootstrap, for UI development
- Continue in the process of User-Centered Design
- Learn about hosting a website

This is a demanding step, I am aware, especially for those of you who have not worked in JavaScript before. There is a lot to learn and do. ***You have 2 weeks to do your web site. Do NOT leave it till the last minute, as it will not be feasible.***



TUTORIALS / TECHNOLOGIES

To be able to develop and host your Service Business UI, I provide links to various tutorials.

High-Fidelity Interactive Prototype



Tutorial on HTML: <https://www.w3schools.com/html/default.asp>

Tutorial on CSS: <https://www.w3schools.com/css/default.asp>

Tutorial on JavaScript: <https://www.w3schools.com/js/default.asp>

Tutorial on Bootstrap 5: <https://www.w3schools.com/bootstrap5/index.php>

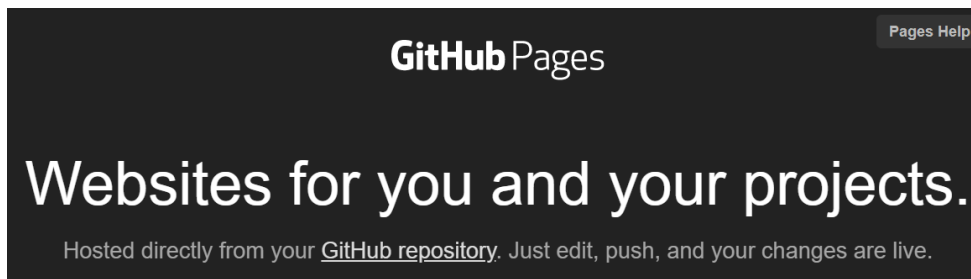
It seems like a lot, but you don't have to go through all the tutorials. I suggest you look a bit at what is HTML/CSS. Then, look a bit at the plain JavaScript to have an idea of how to program with it. But really, where you need to go is to the Bootstrap tutorial, since Bootstrap contains many ready-made UI components that you will need.

Nice video tutorials on Bootstrap 5 are also provided by Net Ninja, see [Net Ninja video tutorial on Bootstrap 5](#). This person explains well.

In module 2, I also present an overview of types of UI components and their purpose for various forms of interactions, information organization and navigation. I will use Bootstrap as example to illustrate these components.

Web site hosting

For the hosting of your web site UI, I suggest using [GitHub Pages](#). There are step by step instructions on the site to be able to get your public repository that will be hosted at *username.github.io*. You can then put your website there for the TA to access it and test it.





REQUIREMENTS

1. Generate a high-fidelity interactive prototype

It is required that your UI development be using JavaScript Bootstrap.

So far you have created mockups for which you have received general feedback, as well as requests from 3 personas who have particular goals.

Your UI should contain:

- a. The implementation (with navigation and interaction) of your original mockups adapted to take into consideration the general feedback obtained, so keeping the positive elements highlighted, and changing a few negative aspects pointed out by the reviewers.*
- b. Additional elements in your UI allowing at least two out of the three personas suggested by your peers to achieve their goal. **
- c. A particular attention should be paid to the organisation patterns and navigation patterns, as well as the layout, the typography, and the color theme chosen. Make sure you watched the video lectures in Module 2.
- d. Do not worry about input validation. No backend is required.

PLEASE NOTE:

**It is possible that given the comments received, and the knowledge acquired through this module's videos, that you would like to change completely your design. That's fine. You can certainly do that if you prefer. Nevertheless, requirements (b) and (c) above should be taken into consideration.*

***If the goals of the different personas suggested by your peers do not seem adequate, are missing or are not realistic, please come up with additional goals yourself and make sure to explain this in your report.*

2. Host your prototype on a platform

Your website UI should be accessible to the public (or, if you prefer, password protected with the password provided in your report). The TA must be able to test your UI without having to communicate with you.

3. Write a report describing the different steps of your project

The purpose of the report is to illustrate the whole process followed during this Project 1. Your report should include, in this order, and well separated in sections:

1. Name, student number, report title.
2. Your previous experience in JavaScript development, and what you did as tutorial videos/readings to acquire the necessary skills to do the current project.
3. Business Service type chosen.
4. Inspiration sites (sites you looked at to be inspired for your mockups and/or final UI).
5. Original mockups (what you submitted in Peergrade).
6. In relation to your mockups, a summary of a few UI elements you kept, and UI elements you changed, following the received comments at Step 2 of this project.
7. The two personas/goals you chose to take into consideration in your UI.
8. A link to your UI (on Github pages or other hosting site).
9. A link to your Bootstrap code (on Github or other accessible development site).
10. Comments on how you integrated in your UI the concepts presented in Module 2 on goal-oriented interactions as well as verbal and visual communication. Highlight 3-4 elements from your UI.

4. Include an appendix on your contribution to your peers

At the end of your report, add an appendix in which you describe the 3 personas that you suggested to your peers.



SUBMISSION DEADLINE

- Report submission: **Thursday, June 9th, noon**
-



EVALUATION

- Your report's content and clarity (10%)
 - Original Mockups from Step 1 (20%)
 - Your hosted UI, according to the requirements provided (50%)
 - Your feedback/personas provided to others from Step 2 (20%)
-



SUBMISSION CONTENT / PLATFORM

You must submit your report, PDF version (see all its requirements above) on Brightspace, under the Assignment section, Project 1 submission.



QUESTIONS

- You can ask your questions within the Project topic of the discussion forum on Brightspace.
 - Also, please refer to the *TA-Consultation-Schedule.pdf* file where you can find which TA to write to (depending on your last name) and when zoom consultation hours are provided.
-