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Medium Fidelity Prototype

1.

- a. The name of my application is “Columbia Tunneler”.
- b. My target user is a Columbia student who is interested in exploring the great unknowns of the Columbia tunnel systems.
- c. The application helps the user become familiar with various parts of the Columbia system and thus prepares them for safe tunnel exploration.
- d. From feedback it seems like users are particularly interested in learning about specific details of the tunnels so my teaching will be focused on specific tips and tricks that are not available elsewhere.

2.

a. I am designing a technical prototype with Flask. My goal is to create a basic website that allows the users to navigate through a virtual tunnel system. I also want to implement a progress bar and one or two quiz questions. I will likely implement the mini games in the next prototype, as I want the medium fidelity prototype to be focused on basic navigation, rather than fancy minigames.

b. This week, the risky design element I will prototype is ensuring that the overall tunnel navigation/progress bar works. Consequently, I will not be focusing as much on graphic design.

c. Feedback:

“Sounds good! Definitely don't focus on graphic design, esp since you are doing a technical prototype.”

3. Video submitted

4. This was the feedback I got on my last prototype:

“There seems to be a lot of text/buttons on each page - be sure to organize this in a more hierarchical way for the user. Emphasize the relationship btw your description and the map itself more (I couldn't really see the star) I like the interactive game approach you took and I am glad you still included an informative quiz at the end! Be sure that the user can tell exactly what is going on on each page (it can be easy to get lost) Maybe highlight more their location respective to the bigger columbia map.”

Based on this feedback, I emphasized the user's location on the map and also organized my text in such a way that the user is not overwhelmed on each page. I have a basic template for

each page too so that it should be easy to templatize the more pages in the future with any design updates I decide to make. I created the pages using dynamic JavaScript rather than making like 20 HTML pages because this looks smoother and is faster, creating an overall better experience for the user.