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## ASSIGNMENT NO: 4.

Title:- Interface Prototype.

Problem Statement:-

Design an interface prototype for the selected product/system.

Learning Objectives:-

- To understand the concept of interface prototyping in HCI.
- To design an interface prototype for selected product/system.

Learning Outcomes:-

- we will be able to understand interface packaging in HCI.
- We will be able to design an interface prototype for the selected product/system.

Theory:-

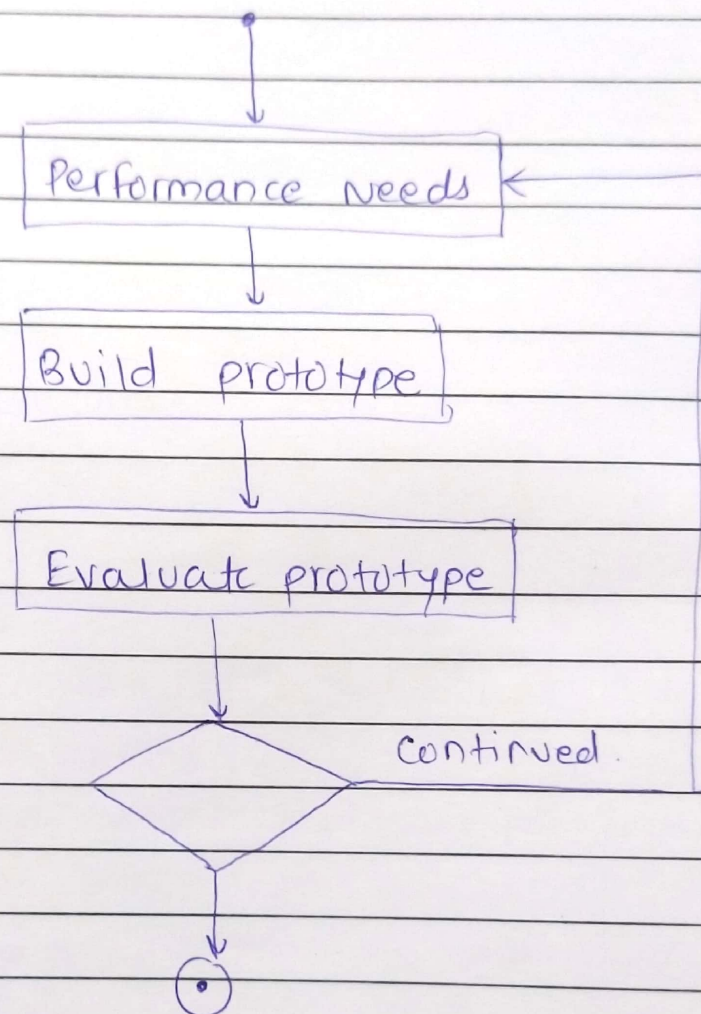
- User Interface Prototyping.

- It is an iterative development technique in which users are actively involved in making up of UI of system.

- Prototypes have several purposes:-

- As an analytical artefact enable you to explore the problem space with your stakeholder.
- As an artefact that enables you to explore the solution space with your stakeholders.

UI prototyping process:

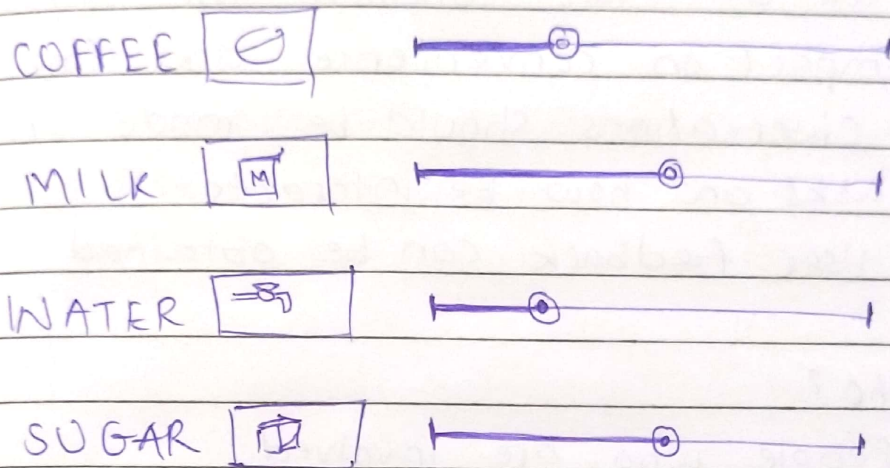


UI prototyping (Coffee vending machine).

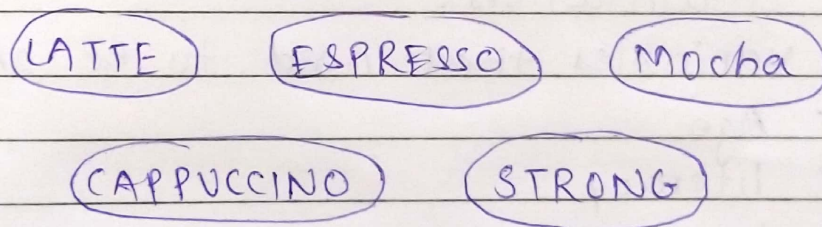
- Basic diagram of the interface.
- It shows list of various standard coffee presets.
- There are slider controls for giving inputs for various variables.
- Warning messages for maintenance.



## COFFEE VENDOR.



### PRESETS:



### Conclusion -

Hence, we have designed an interface prototype for selected system.