

Quiz 9: Designing and Prototyping

1. _____ is often used with scenarios, bringing more detail, and a chance to role play. It is a series of sketches showing how a user might progress through a task using a device. In the text area below, please state your answer.

Answer: Storyboards

2. In _____ prototyping, the user thinks they are interacting with a computer, but a developer is responding to output rather than the system. In the text area below, please provide your answer.

Answer: Wizard of Oz

3. In an experience map drawn as a _____, the interaction phases are more important than the interaction points. It shows the phases of the user experience, tasks performed and the emotions involved. In the text area below, please state your answer.

Answer: Wheel

4. An experience map drawn as a _____ emphasizes the user experience as interaction points in a linear continuum with a start point, intermediate points, and end point. In this visualization the interaction point is more important than the interaction phase. In the text area below, please state your answer.

Answer: Timeline

5. _____ are programming tools, components and functions to develop for a specific platform, e.g. iOS or Windows PC. In the text area below, please state your answer.

Answer: Software Development Kits or SDK

6. _____ toolkits enable constructing prototypes via building and coding using electronics. Examples of these toolkits include Arduino, Lilypad, Senseboard and MaKey MaKey. In the text area below, please state your answer.

Answer: Physical Computing

7. A _____ is an outline of what people can do with a product and what concepts are needed to understand and interact with it. In the text area below, please state your answer.

Answer: Conceptual Model

8. When designers consider dimensions such as interface widgets or information displays and the relationship between them, then they are considering the _____ filtering dimension of prototyping. In the text area below, please state your answer.

Answer: Spatial Structure

9. _____ prototyping uses materials such as paper, cardboard to rapidly and cheaply prototype interface screens, some task lists, and storyboards. In the text area below, please state your answer.

Answer: Low-fidelity

10. _____ prototyping may look more like the final system and is developed using existing hardware and software components. One disadvantage of this type of prototyping is that potential users may think that they are interacting with the final system. In the text area below, please state your answer.

Answer: High-fidelity