User Interface Design & Evaluation

PRACTICAL VII

Storyboards & Prototyping

Aims:

- To gain practice in conceptual design and physical design of an interactive system
- To gain experience in creating low-fidelity prototypes
- To create low-fidelity prototypes that can be evaluated by your peers

Practical Instructions:

In this practical get into your persona & scenario groups (5 max):

Read the whole practical first before you start!

You have been contracted by the Natural History Museum in London to create an interactive system, specifically a website or app, that will allow people to do the following:

- Users will be able to move through the different time periods of the dinosaur era - specifically the Triassic, Jurassic, or Cretaceous periods
- Users will be able to select specific events within those periods, such as the two great extinctions, and get further information about the events
- Users will be able to search for dinosaurs by name, period and location of where they lived.
- Users will be able to view pictures of dinosaur fossils (bones, teeth, skeletons etc.) as well as artist renderings.
- Users will be able to transition from viewing pictures, fossil records to 3D renderings of the full skeletons. Users will be able to rotate these renderings in 360 degrees on the horizontal axis. Users will also be able to layer muscle and skin to see what the dinosaurs may have looked like.

    Have fun with this, be creative, but think carefully about the design. Search for design principles that may help you. Your website or app can have as many screens as you want, with as many different views as you like.

    Each group should **not** share your work with others. Try not to let other people see too much of it. Because once you are finished you'd like to show the complete product to another group for evaluation.