

Prototypes

General Info

Time

Pearson

Learning outcomes

Textbooks

Assignment

LO1. Explore forms of prototypes appropriate for various functionality and end user testing requirements.

LO2. Plan a prototype for specific target end users and planned tests.

LO3. Develop multiple iterations of the prototype using appropriate tools.

LO4. Evaluate user feedback and test results from multiple iterations of the prototype and end user testing.

Contents

Explore formats, characteristics and appropriateness of prototyping:
Present an overview of prototyping, how prototypes are produced and their appropriate use in software development.
Identify what a prototype is by researching the role, purpose, terminology and methodology of prototyping.
Recognise the various forms of prototyping by researching the history of prototyping, current trends and use in the product development lifecycle.
Define the characteristics of a prototype by investigating how they can be used and how they differ from complete applications.
Recognise the use of appropriate prototyping formats to achieve specific end user testing requirements and outcomes.

Recognise specific forms of prototyping functionality and end user testing requirements:
Research, debate and agree current functionality and end user testing trends and appropriate prototyping methodology.
Identify various forms of functionality and end user testing methodology.
Define the advantages and disadvantages of using prototyping to perform end user testing.
Define standard tools available for use in prototyping:
Identify standard tools available to develop prototypes.
The advantages and disadvantages of prototyping tools.
How prototyping tools can be used to rapidly iterate prototypes and capture end user feedback.
Appropriateness of various tools for different end user and functionality testing requirements.

Schedule

Week 1

Week 2

Monday 2/11/2020

CDM

Design

Checking Car Faults

Week 3

Tools

Pencil

<https://pencil.evolus.vn/>

Complete UseCase details for the same as we did in "Checking Car Faults"

Using Pencil

Implement rest of pages

Wireframe

Due Date

12 PM

8/11/2020

Week 4

Monday

Wireframe

from wireframe create Low-Fi prototype

Convert wireframe of Task 3 to Low-Fi prototype using you preferred tool/language

Due Date

Monday 16/11/2020

Task 3

Clear faults

Parts performance pecnateg

Task 4

Find other tools (3) that we could use other than

Pencil

Proto.io

Draw.io

Deliverable

Summary

Extending tasks 3 & 4 to Wed

Wireframe

from wireframe create Low-Fi prototype

Convert wireframe of Task 3 to Low-Fi prototype using you preferred tool/language

Weekly/Bi weekly Tasks

Formative

Reformative

Project

Report

Assignment

10 November, 2020

18 Jan, 2021