

CS 352 Project 8 (myBalsamiq Prototype)

Recall that your mission is to design a substantial user interface, carefully and thoroughly following the methods and principles from CS 352. Guide your efforts by following the PRICPE process.

Prototype #2 (myBalsamiq) (PRICPE):

For brainstorming, feedback. See main class web page for the date.

This is a high-fidelity version of what you turned in for Interactive Design Gallery #1. You will have much more extensive justifications for your design decisions, since you've now done research and evaluation, have learned more through readings, lectures, and activities, and have received feedback on your project along the way.

Your runnable prototype does not have to be 100% complete, but it should be ~90% complete, with at least half the screen's visual appearance in fairly final form.

Your new write-up (can be in Google Docs, or just a PDF) should contain the following:

- A very brief summary of the problem your system is addressing and what kind of users you're targeting.
- A myBalsamiq storyboard of your high-fidelity prototype (show all screens on a page, and how they connect together).
- A copy of your interactive PDF from myBalsamiq, which allows people to test out your prototype.
- For the design decisions you have made, include a written justification of each of the design decisions as they have ended up in this prototype. You can base some justifications on general usability principles, but the majority should be based on your particular population and your user Research and Evaluation. Justifications based on feedback you've received are good too, especially if they are tied to the specific users/tasks your software is supposed to support.
- **Note:** You are not required to use myBalsamiq, but whatever you turn in should include an interactive PDF.

There is a sample from last year in the Resources section of the class web site.

This is actually a draft of your final project. Looking ahead at the final version, your final prototype will be graded on the strength of connection between usability design principles/fundamentals/strategies and your users with the decisions you made. You'll want to include plenty of justifications from all design principles/fundamentals/strategies, feedback you've gotten along the way, your analytical work, and your empirical observations. That is, the more justification for each design decision based on the HCI principles, feedback, and the user observations and evaluations you have done this term, the better your grade.

How to turn it in:

- Your team will prepare a document with the information above.

- Your prototype will be showcased in Interactive Design Gallery #2. See Class page for more instructions.