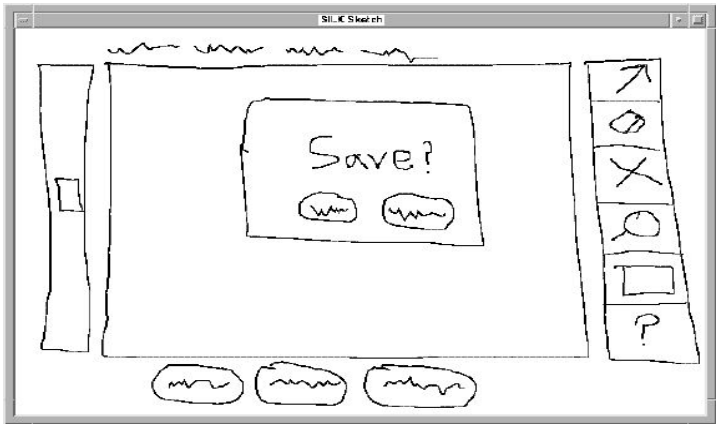
Rapid Prototyping

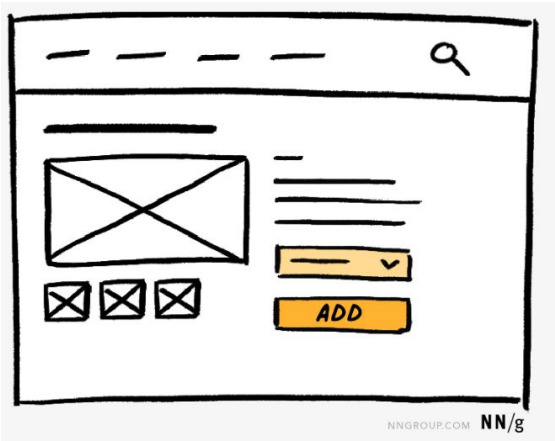
ITIS 4350/5350

Wireframing Activity

Wireframes - Basics

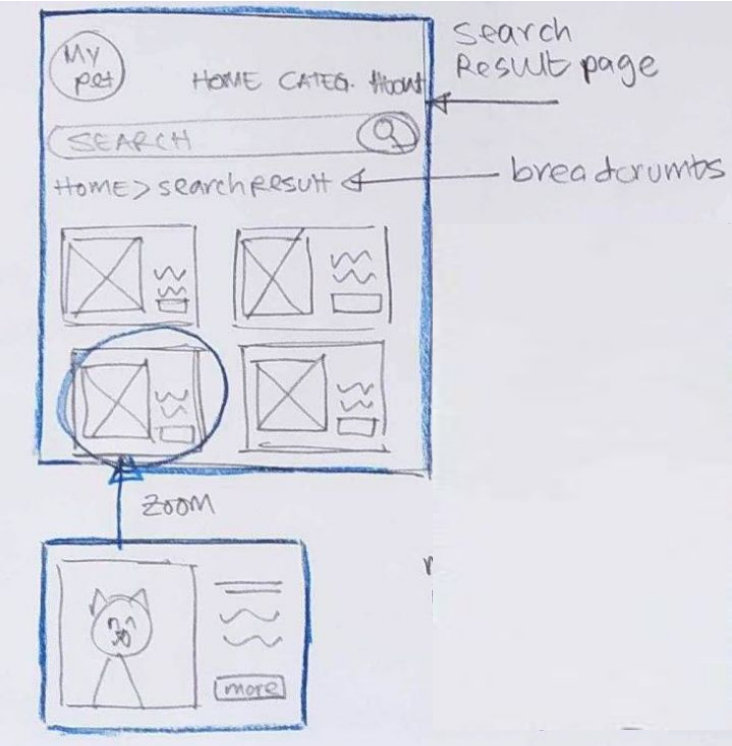
1. Use rectangle to show screen edges
2. Use blocks to show where different content would go.
3. Use squiggly lines or greeked text to represent detailed text content
4. Use real text for headings/titles
5. Draw placeholders for images/media



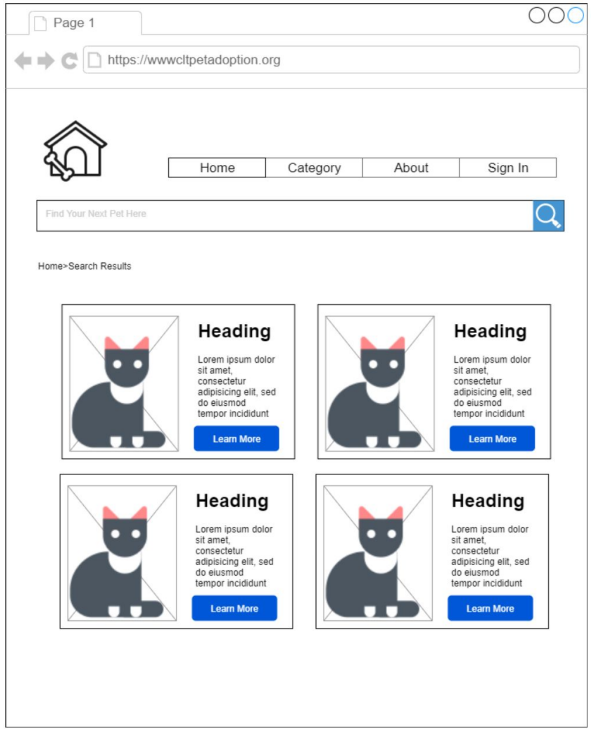


https://www.nngroup.com/articles/draw-wireframe-even-if-you-cant-draw/

Wireframes - Basics



Sketchbook Sketch as Brainstorming / Draft Wireframe



Digital Wireframe based on sketching draft

Information Design

- Organization, flow and labeling of information within the system space
- Focuses on **high-level text**
- Focuses on **high-level layout structure and location, navigation**

Interaction Design

- How the user interacts with the software/system/site
  - on each screen/page (software functions, forms, etc.),
  - and for moving between screens/pages

CF Matrix

Fidelity is: Very Low… Low … Medium … High … Very High

Visual Design/Branding

- Composition of visual elements and presentation style of each element
  - Layout
  - Typography
  - Graphical elements
  - Color schemes
  - Visual imagery

Editorial Content

- The message and information content
- The style and tone of the writing (first person, second person, third person, formal, informal, etc.)
- The actual content of images, movies
- The accuracy (is this the right information for the user at this point in the system/task/interaction)

Basic Wireframe C-F Matrix

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design					
Interaction Design					
Visual/ Branding Design					
Editorial Content					

Projects

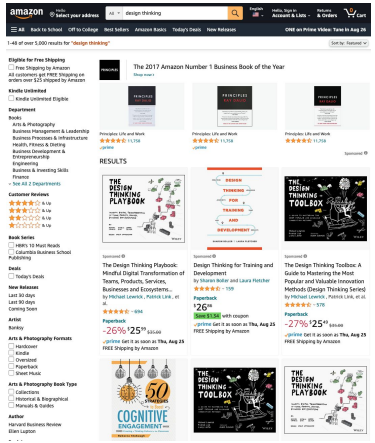
What is an Application “Task”?

Site / Application “Task”

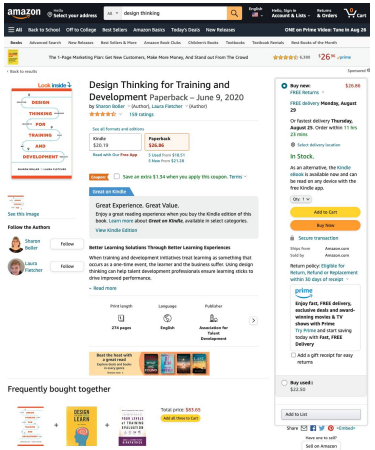
Think about the different things you can really do in an application

- User interaction to accomplish a specific goal within the application
- Typically represents a major step of doing something with the application - “Use Case”
- UI typically has a different organization or view to support that action / step
- May involve several views to complete sequence of steps (as in sequential storyboard)

Search Task: Find a Book on Design Thinking

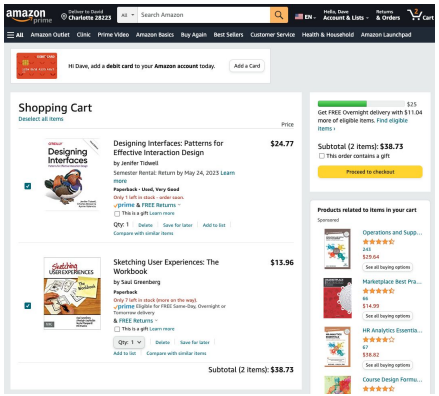


Search

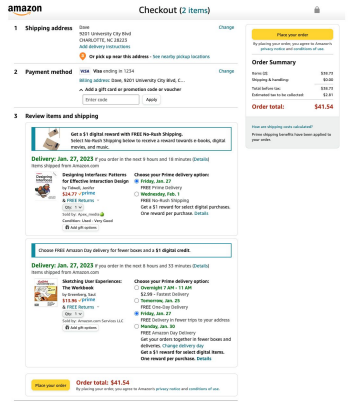


Item Detail

Checkout Task: Confirm Order / Checkout



Shopping Cart



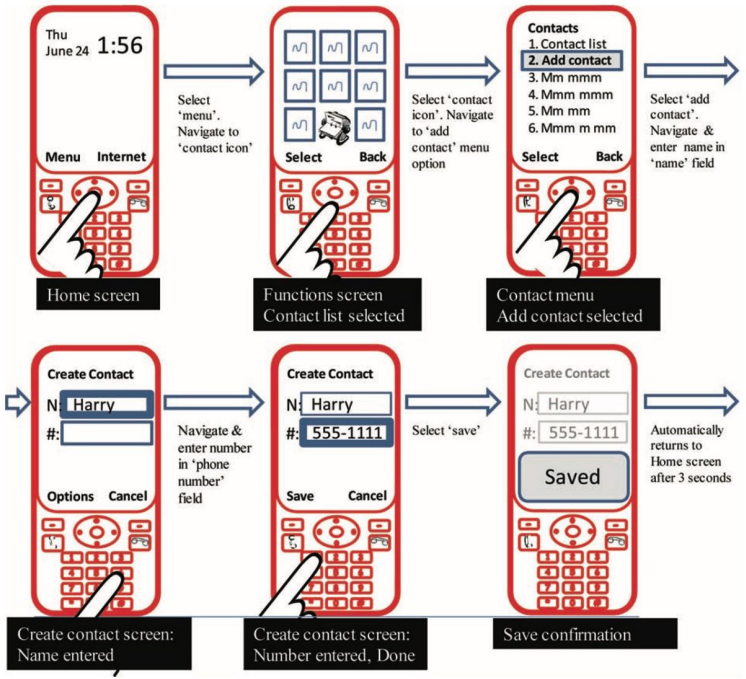
Checkout

Task Involves User Interaction Steps to Complete

For Example, from Sequential Storyboards:

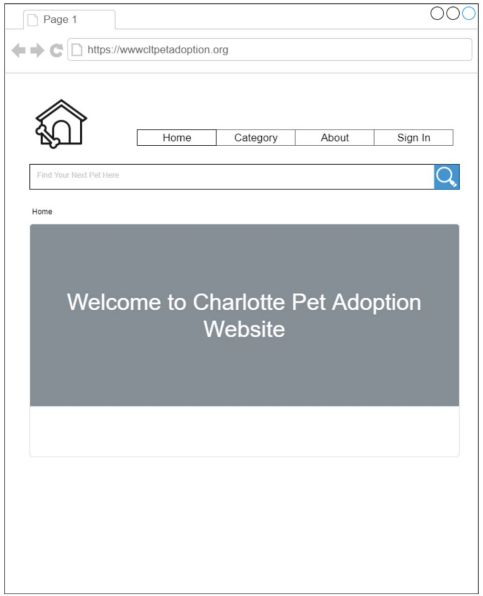
- Task = Add a Contact

Each screen view shows a different primary step in the task of adding a contact.

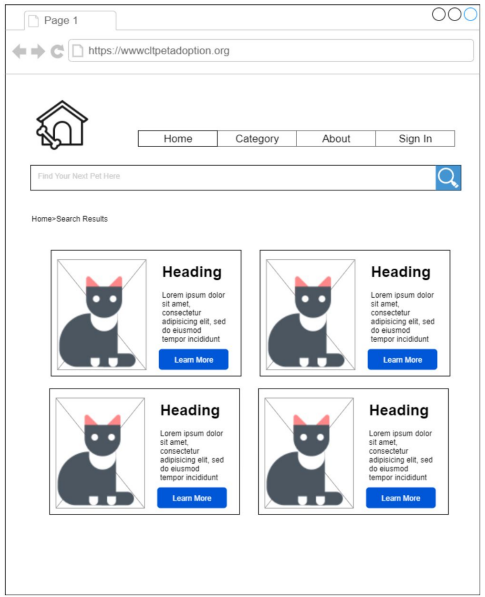


Showing Primary Task Steps in Wireframes

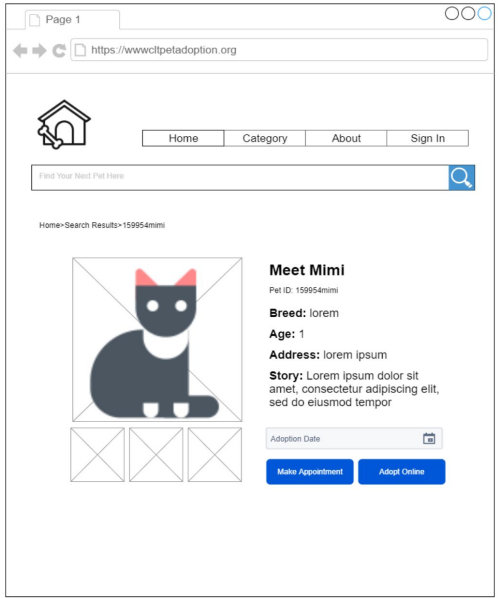
Task: Find a specific pet to consider adopting



User enters search



User selects a specific pet



Home / Start Search

Search Results List

Individual Pet Detail

Interactive Elements vs. Design Patterns

In terms of project requirements, **Interactive Elements are not the same thing as Design Patterns**

Interactive Elements

- Basic UI elements that provide for user interaction (e.g., button, text field, select list)
- Project asks for at least several (3+) types per task as baseline for user interaction

Design Patterns

- Higher level ways of presenting and organizing information and interaction in a design
- Often involve multiple interactive elements as part of the pattern (e.g., wizard, dashboard)
- For this course, Design Patterns should come directly from the Designing Interfaces textbook

Teamwork - Plan Ahead & Set Expectations

- How are you going to communicate / coordinate
- When will you meet outside of class
- How will you coordinate draft prototype designs / sketching
  - Coordination on common aspects / consistency
  - Feedback on draft sketching
- When do individual contributions need to be complete
  - Need time for peer critique / review on final
  - Need time to do writeup aspects as a team
- All team members are responsible to ensure / confirm project submissions

Encourage Creativity / Plan for Peer Critique

- Creative input should be encouraged from every team member on every project.
- Use constructive critique in feedback

In Giving Feedback

- Respectful tone
- Identify potential paths, don't dictate how to do
- Guidance in Questions
  - Can you elaborate?
  - Why do you think that is a good way to go?

In Responding to Feedback

- Respectful tone
- Hear them out. Listen attentively
- Explain, rather than defend
- Iterate and revise ideas

Communication

- Regular team communication both in-class and outside class is essential
- Keeping the communication clear, open, honest, and respectful will allow team members to express their feelings in a way that prevents a buildup of hidden anger or distrust. Encourage team members to ask questions and listen to one another.
- What are some tips for communication in face to face team meetings?
  - Do you need some help?
  - Is everything ok?
  - Would it be better to meet outside class?
  - Could you explain your understanding?
  - How can I be of help?

One Primary Task Per Team Member

- Project overall is a team effort, in particular
  - Coordinating / consistency in tasks
  - Report sections
- Designated primary tasks provide a way to calibrate for individual contributions

We are prototyping interface design / user experience

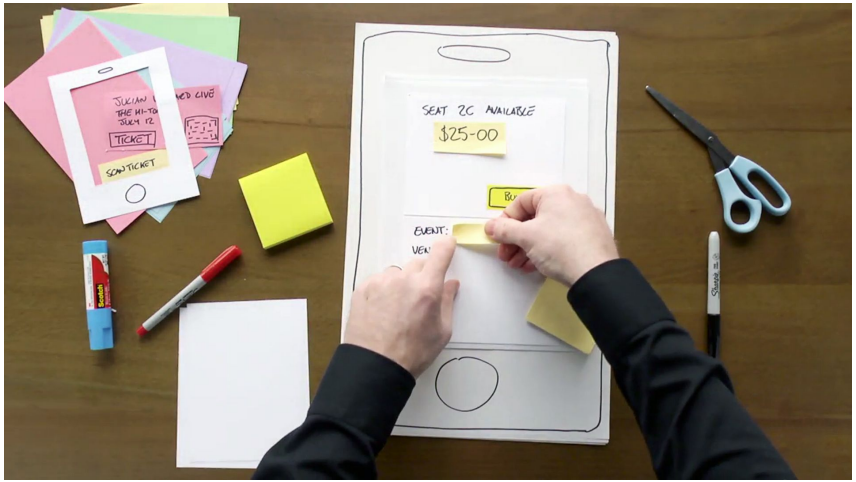
NOT fully functional applications

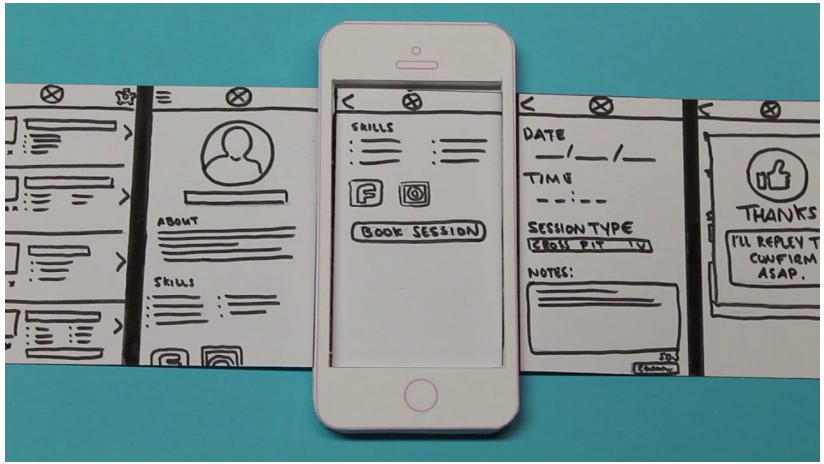
For this Class - Never, Ever, Ever Prototype Registration / Login / About

Doing So Will Result In Substantial Reduction of Credit for that Coursework

The only exception is if doing so is explicitly required in the assignment

Paper Prototyping





https://www.youtube.com/watch?v=y20E3qBmHpg