Mockups and Parallel Design – 40 Points for this assignment

Due: ~~Monday 1/22/24~~ Tuesday 1/23 by midnight (extra day since I was late posting)

There are two common UI/UX design techniques we'll be trying out here: Mockups and Parallel Design

Packages to consider using:

- https://moqups.com/ - Moqup (online, free)
- http://pencil.evolus.vn/Default.html - Pencil Project (Win/Mac/Linux, free)
- https://balsamiq.com/wireframes/cloud/ - Balsamiq (online or Win/Mac/Linux, 30 days free)
- https://www.drawio.com/ - Draw.io/Diagrams.net (online or Win/Mac/Linux, free)

Mockups are concepts of a user interface, a picture of what an interface may look like. They are usually more colorful than a wireframe, but do not have any prototype details or interactions. They are often at a middle-level of detail and/or fidelity. https://www.uxmatters.com/mt/archives/2023/07/mockups-explained.php

Parallel Design is a method of generating alternatives for a design, and usually includes an assessment of the elements of the designs for parts or concepts to be carried forward in the interface design cycle. https://www.usability.gov/how-to-and-tools/methods/parallel-design.html

Your job – you will be creating a user interface mockup for a program which will act as the controls for a USB-connected drug dispenser. The device will allow the user to load medicines (pills) and will then dispense medicines according to an input schedule. The device alerts users when they have medicine to take and when they are low or have run out of medicine.

Step 1 - Using one of the programs above, create an interface that you believe represents controls and displayed information a user would need to interact with this drug dispenser. When you have created and saved an image of the interface you've designed, save it as Image1 in a sharable image format (PDF or other).

Step 2 – Using the same program as for Step 1, repeat the exercise but create a new interface that is very different in looks and arrangement from the initial design. Try specifically not to duplicate exact elements of the prior design. When you have created and saved an image of the second interface you've designed, save it as Image2 in a sharable image format (PDF or other).

Create a README in Markdown that contains the following information:

- Project name and student name.
- Design tool used.
- Comments on Image 1 – what primary functions did you represent, what do you think is good about the design, what may be missing.
- Comments on Image 2 - what primary functions did you represent, what do you think is good about the design, what may be missing.
- Favorite feature from either design?

Submit Image1, Image2, and your README in a GitHub Repo, providing the repo link as a comment or as content in a text file. The README is worth 10 points, Step 1 and Step 2 images are 15 points each, judged on the level of detail and effort in the mockups.

See Bruce for questions.