

Week 7 Lab - Workbook

Institution: [Platform](#)
Site: HCSI826/CSIT226/CSIT826 (S220) Human Computer
Interaction
Book: Week 7 Lab - Workbook

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1. Introduction

This week there will be 3 activities:

1. Key Terms
2. Review Questions
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2. Key Terms

Class Discussion on the following key terms:

- Prototyping (from a UI/UX perspective)
- Low-Fidelity Designs
- High-Fidelity Designs
- Wireframe
- Wire-flow
- Storyboard

3. Revision Questions

Please answer the following revision questions:

1. What is an Information Architecture (IA)?
2. Explain the concept of a wireframe.
3. What additional information does a storyboard give over a sitemap?
4. What is a prototype and what aspects of a system should be prototyped?
5. What is the difference between a low-fi and a hi-fi prototype?
6. Why is it better to sometimes present a low-fi prototype to a client?
7. Why is sketching an important aspect of low-fi prototyping?
8. What is the difference between conceptual design and concrete design?

4. Lo-fi to Hi-fi Dashboard Designs

You are to read the following document about Dashboards ([available here](#)).

In small breakout groups you will be given a topic (random allocation from the list below):

- Consumer Banking (e.g. the first page after logging on your bank)
- Frequent Flyer Program
- Frequent Shopper Program
- Public Transport with linked travel card (e.g. Sydney Trains and opal)

In each tutorial, there should be 3-4 groups looking at each of the topics.

The task is to design a virtual dashboard. You will initially need to think who would be the typical end-user of your interactive dashboard. You will need to justify your data presented, design considerations and decisions on layout and visualisation (data, graphs, visualisation etc.) Your dashboard can be designed for the web or for a tablet.

PHASE 1: SKETCHING AND WIREFRAMES (LOW-FIDELITY)

- Split your group up into 2 sub-groups.
- Interview the other students in your group about what they would like to see in a dashboard (consider these group members as your client).
- Create basic sketches individually and then discuss the design within your group. Identify elements that you would like to see in a wireframe of your solution.
- Develop 2 possible wireframes for your dashboard.
- Show your designs to your client for initial approval of one of the designs.

PHASE 2: HIGH-FIDELITY

When you have approval from your 'client' develop a high-fidelity prototype of your dashboard.

PHASE 3: CLASS PITCH

After your design phase you will be then pitching your design to the rest of the class. During your pitch you need to present the benefits of your design and the information displayed.

The rest of the class will then vote for which of the 3-4 designs is better for each of the topics.