

# Challenge 4

Generation: Low-fidelity prototyping

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## 4. Generation: Low-fidelity prototyping

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## User Journey

### Happy Path 1

TASK: Search a house from the search box or from a map

Happy Path 1	Discovery	Consideration	Use	Fidelity
<b>Objective</b>	Search from search box or from map	Think of where I want to find a house	Select a house from search results	Search for more results after the first one
<b>Touchpoints</b>	Load up the homepage and find a search box or map icon	Find some basic filtering options or suggestions	Open a search result by clicking on it	Quickly see a search bar from the search results to search some other house or place
<b>Actions</b>	Click on the search box and type in a place to find houses, press enter or the search button	Once it is clear where I want a house, select a few to see which one interests me more	On the results page, you will see a list of items representing houses with An icon on the left and a short description on the right. Press one to expand it or press a quick action button (save, set notifications, etc)	On top of the results page, the search bar remains, click on it again to make a new search.

## Happy Path 2

TASK: Filter search results by features (parking, date, has pool, etc)

Happy Path 2	Discovery	Consideration	Use	Fidelity
<b>Objective</b>	Filter search results to fine-tune them to the user's preference	Consider how many rooms I want, if I need parking, or pool, etc	Select compatible filters	Add multiple filtering options
<b>Touchpoints</b>	Select those filters that are the most important	Check all filtering options available on the page to see if some filtering options are missing	e.g. I cannot request an elevator on a single-floor room	I can choose more than one filter at a time, e.g. a flat with a garden, parking, built after 2015
<b>Actions</b>	On the results page, look at the left-side panel. Check or move the sliders according to filtering needs. Press enter or <b>Apply</b> to apply the selected filters	Find where the filtering is on the list. Check the type of filter. If it is a slider position selectors in the proper place, otherwise simply press the checkbox to select it. Press enter or <b>Apply</b>	Select a filter, other incompatible filters will become unavailable (greyed out)	Select a filter, then select another, and so on. Select as many as are available, if applicable, then press enter or <b>Apply</b> to apply the filters.

### Happy Path 3

TASK: Save result as favorite, share, set price-drop alerts, etc

Happy Path 3	Discovery	Consideration	Use	Fidelity
<b>Objective</b>	Set price-drop alerts for a house	Check which results from the list interest me the most	Share a house with friends	View or update my saved elements
<b>Touchpoints</b>	Select the house I want	View all options on the page and look for the sharing options	Get my friends' contact information, if required	Add or remove elements to my favorites list
<b>Actions</b>	Hover the mouse on an image result, press the bell icon. Enter my email address or allow in-browser notifications for said house	Hover a result from the results page. View available options: share, set price-drop alerts, save as favorite, etc. Select an action that I wish to do.	Hover the mouse on an image result, press the arrow button. Select the clipboard icon to copy the house link or enter a friend's email address. Press enter to send them relevant information about the house	Select the heart icon on the top of the page. A new popup will display the different elements on your list. You can modify them from there (change their tags or remove them from the favorites list)

### Prototyping

Prototype link: [here](#)

Description: I added three pages corresponding to the three important features chosen in previous practicals. The first one is the home page where the user is met with a large map or a search box to search for houses. After a search is made, the user is taken to the search results page. Here two results are shown as sample and the user is allowed to click on the first one, as well as play with the various filtering options on the left pane. When the user presses the image of the first result, they are taken to the third and last page, which focuses this result on the page, and adds some extra buttons to save as favorite, enable price-drop alerts, share, or contact the seller. The user can also look at a carousel of images corresponding to the different rooms in the house.

Design Principles for All:

- **Simple and Intuitive Use:** The site is simple and has no unusual features. It hosts a search bar which is available in every page in case the user wants to perform a new search. The search results are displayed in easy to view cards, with only the most relevant information on them.
- **Equality of Use:** The site has accessibility titles for all elements that may be hard to grasp for some users; images have a short description when focused or hovered with a mouse, making it easy for screen readers to announce to visually-impaired people. Also, all buttons have a short tooltip as well to clarify their meaning.

- **Perceptible Information:** Most buttons on the site are universal icons, which make them self-explanatory. For example, the envelope icon represents sending an email, the heart icon represents saving as favorite, the less than (<) buttons represent going back, etc.

## Fundamental Concepts of HCI

Here are the main concepts used:

- **Metaphor:** Pressing on a heart to save an item colors it to indicate that such item has been marked as favorite.
- **Affordance:** There are self-explanatory buttons on the sidebar: “Construction”, “Pool”, “Parking”, etc.
- **Visibility:** Writing a non-existent place will return an error explaining that no location was found with those terms.
- **Feedback:** Hovering search result images will enlarge them to let the user know it is focused and can be clicked.
- **Constraint:** When filtering by construction date, the maximum date you set cannot be lower than the minimum one.
- **Mental Model:** The homepage of the site is simple and well spaced, hosting a centered banner where the search input field is located, and there is a map above to search by area instead.