## Human-Computer Interaction 2025

Phase 2 Report Template – Low Fidelity Prototype Design & Evaluation

# Report Structure

The report MUST include the following sections:

* Title.
* Team member names
* Role & responsibilities of each team member
* **Ideation:** Describe the brainstorming process involved in deciding on a solution that would address the problem. There would always be multiple solutions to address a problem. For instance, a crime reporting application can be built using USSD Codes or an intelligent one using AI Technology or a simple web-based system. Discuss all the diverse options you thought of. Then state the one you finally settled for and why. On the other hand, it’s possible that the choice that needs to be made is based on narrowing down on the idea/concept/possibilities. Techniques such as ranking, dot voting could be useful in deciding on a final solution for insight on the 2 techniques). The community or targeted group need to also be taken into consideration in deciding on the final solution. In fact the various options must be discussed with them and the final solution to settle for must be done together with them.
* **Conceptual Framework** of the final solution (Please don’t just put the picture do a detailed discussion of the framework). Explain how different components work together and don’t focus on the interface.
* **Storyboard** of the system with explanation
* **Low Fidelity Prototype** (You can choose either Paper prototype or Computer Drawn/Generated Prototype using a suitable tool). If you would be using a paper prototype, ensure it’s neat and follow the guide of developing a paper prototype. In developing your low fidelity prototype, discuss how the following guidelines were taken into consideration:
  + Cognitive Psychology of the targeted group you are working with
  + Design guides by Dix et. al and Shneiderman’s Golden Rules (Dix and page 9 for Shneiderman)
  + Mobile Design Guidelines (if your focus is a mobile app). See page 7 – 8 of the 15-page document.

## Heuristic Evaluation

* + Using the Jakob Neilsen’s heuristics, evaluate the system. This evaluation should be done by the targeted user/community and experienced UI/UX professionals. You can target a total of 6-10 people to do the evaluation (a balance is necessary). Please use the 1-page attached document for the evaluation.

## Result Discussion

* + Identify any qualitative data and any quantitative data in your evaluation result. The result would likely be more of qualitative. The quantitative data might likely be needed to represent the demographic information of the participants and similarity in responses.
  + Identify some recurring patterns (themes) from your qualitative data. Refine your patterns and collate extracts of data, which support the theme. Choose one or more to analyze in more depth.

## Refinement

* + Discuss the refinement you had to make as a result of the feedback from the evaluation phase.
  + Final Low Fidelity Prototype: implement all the issues raised during the heuristic evaluation and come up with a final low fidelity prototype.

# Group Participation

* Each group should report the participation ratios of its members in the design and data analysis as well as in writing the report.

# Submission Requirements

* Each group will submit ONE report.
* Submit to my WhatsApp.
* Submission deadline is 16th February, 2025