



Designing High-Fidelity Apps

Web Design Workshops

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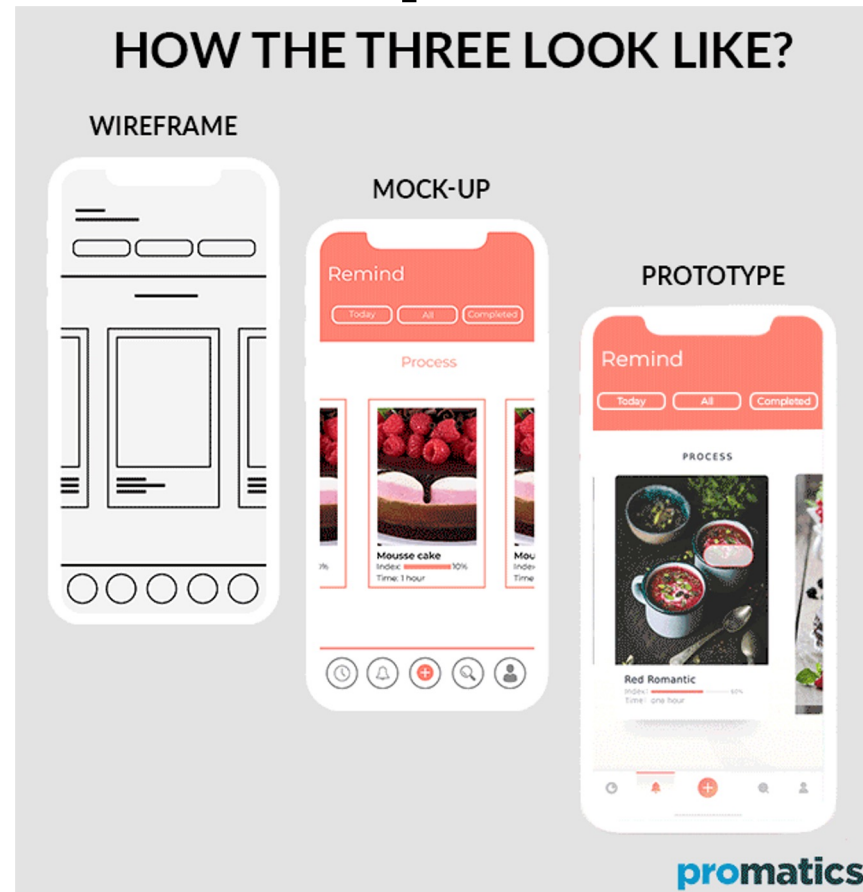
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Departement of Informatic and Computer Engineering,

Capaian Pembelajaran Kuliah



1. Mahasiswa memahami Prototype
2. Mahasiswa mampu membuat prototype untuk membuat desain website

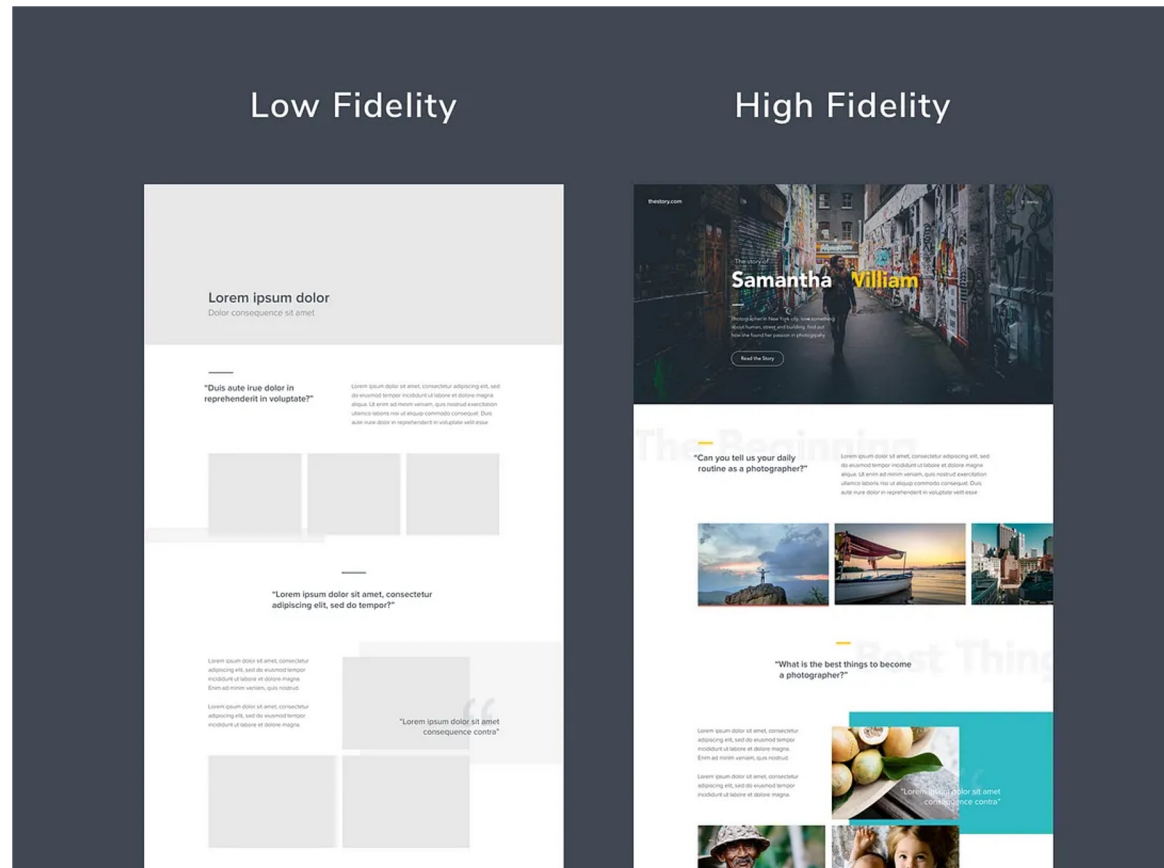
Wireframe vs Mockup vs Prototype



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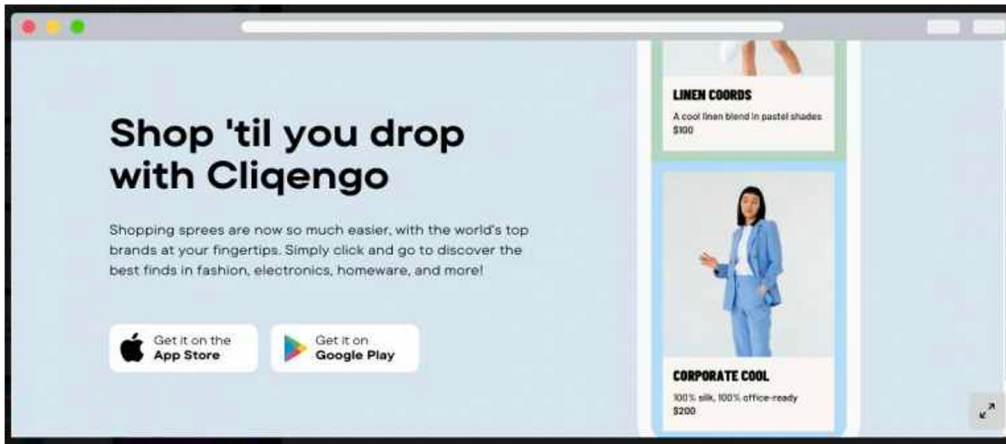


Low Fidelity vs High Fidelity Prototype



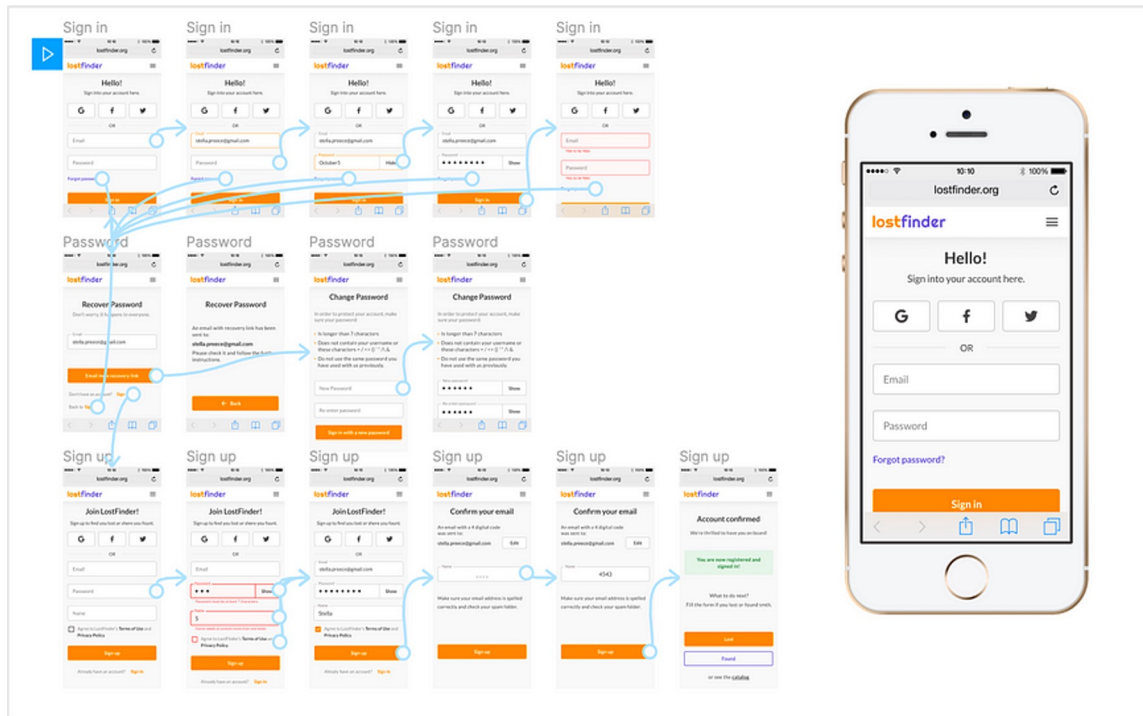
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Apa itu Mockup ?



- Visualisai sebuah konsep desain
- Sebelum produk diimplementasikan
- Mid - Fidelity Prototype

High Fidelity Prototypes



- Terlihat seperti **produk jadi**
- Real perspective design

Kapan High Fidelity Proto dilakukan?

- Dibuat di tahap akhir proses desain produk atau web
- Ketika tim produksi mengerti apa yang akan mereka buat

Apa tujuan desain High Fidelity?

- Supaya bisa memahami bagaimana bentuk dan visual dari produk jadi
- Evaluasi desain visual dan estetika ketika sebuah produk bisa terkoneksi dan bekerja satu sama lain

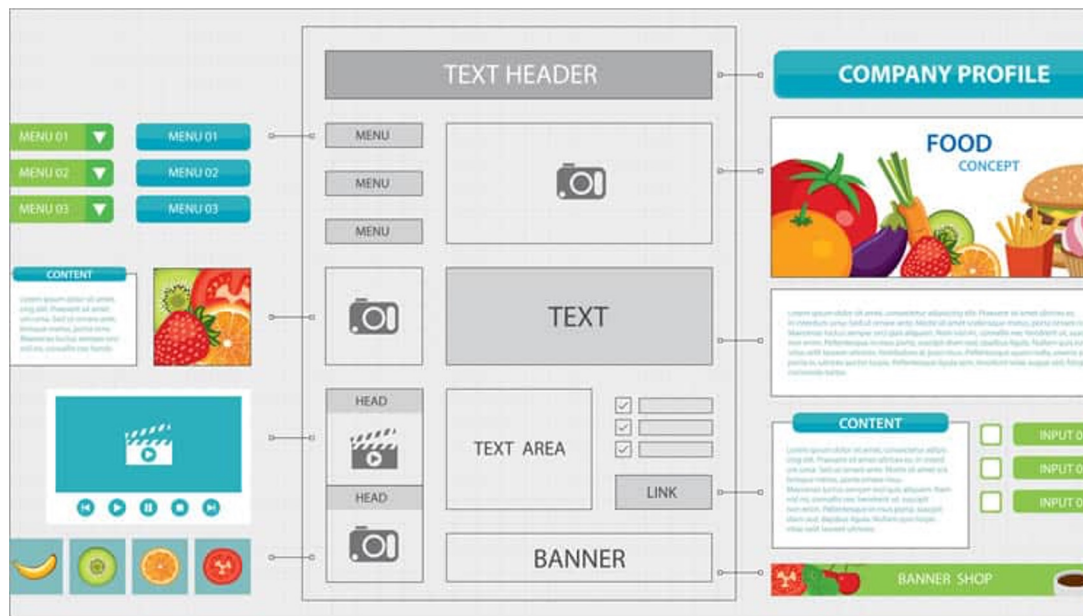
Kelebihan High Fidelity Prototype

- **Detail Blueprint**
- **Iterasi pengembangan yang lebih cepat**
- **Kemampuan untuk dilakukan test transisi animasi**
- **Bisa dilakukan test kegunaan**
- **Meningkatkan kepercayaan Stakeholder**

Kekurangan High Fidelity Prototype

- Time Consuming to create and modify
- Require special skills and tools

Dari Low Fidelity ke High Fidelity Prototype



- Mengetahui apa yang akan dibangun (low fidelity apps)
- Meningkatkan level desain secara bertahap

Kriteria membuat Prototype

1. **Ease of use**
2. **Fast turn-around**
3. **Extensive Control Over Prototype feature**
4. **Data collection capabilities**
5. **Executable prototypes**
6. **Lifecycle support**
7. **Team Design**
8. **Version Control**

Wireframe Annotations

“There are typically five audiences for wireframes: clients (internal or external), developers, visual designers, copywriters, and, most importantly, your future self.”
– Dan Saffer

Tujuan dari wireframe annotations adalah memberikan **pemahaman bagaimana dan mengapa** sesuatu di layar harus berfungsi se jelas mungkin kepada siapa pun yang melihat wireframe

Wireframe Annotations

Payment Details Pinned Tray

The wireframe shows a 'Payment Details Pinned Tray' with the following elements and annotations:

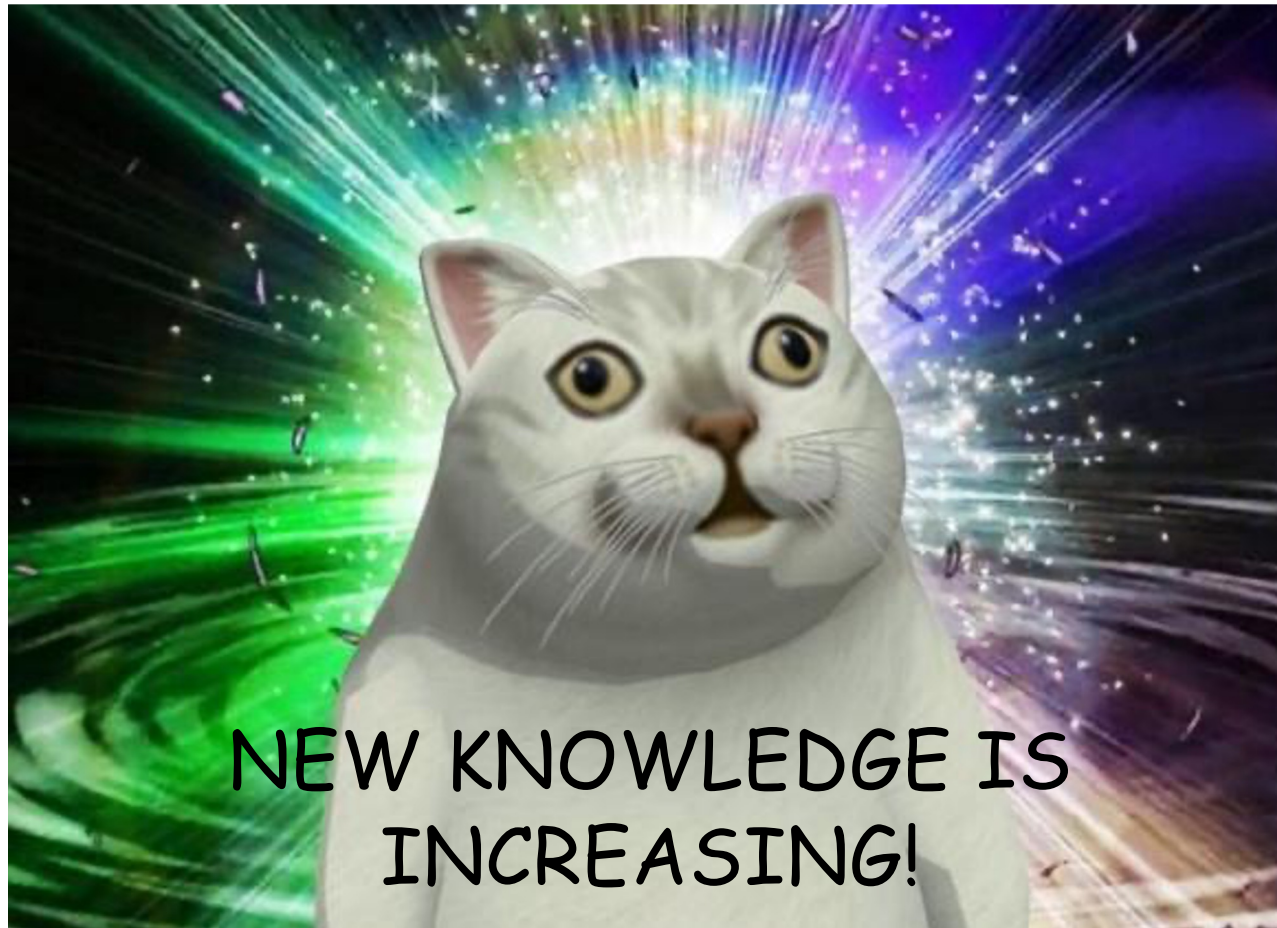
- 01** Close Payment Details Button: A green checkmark icon in the top right corner.
- 02** See prices with sales tax: A checkbox.
- 03** See prices with delivery and destination fees: A checkbox.
- 04** Please select a Province: A dropdown menu currently showing 'Ontario'.
- 05** Available Rebates: A heading for the rebate section.
- 06** \$500 Hyundai Military Rebate: A checkbox with a plus icon.
- 07** \$750 Hyundai Loyalty Rebate: A checkbox with a plus icon.
- 7.1** \$350 Hyundai Graduate Rebate: A checkbox with a plus icon.
- 10** \$14,000 Ontario Electric Vehicle Incentive Program: A checkbox with a plus icon.
- 08** Monthly: A tab for the monthly payment plan.
- 09** Biweekly: A tab for the biweekly payment plan.
- 09** Weekly: A tab for the weekly payment plan.
- 10** Legal: A link for legal information.

The tray contains three main payment options: Cash, Finance, and Lease. Each option has a 'SELECT' button at the bottom.

Option	Starting Price	Estimated Trade-in Value	Subtotal	Special Offer	Total Price
Cash	\$22,999	\$0	\$22,999	-\$1,000	\$30,429
Finance	\$22,999	\$0	\$22,999	-\$400	\$20,000
Lease	\$22,999	\$0	\$22,999	-\$500	\$22,999

NOTE: (AR) = Accessibility Requirement

- 01 Close Payment Details Button**
 - On click, collapses the tray.
 - (AR) For screen reader users, the screen reader should say something like "[Button] close payment details".
 - (AR) Make the chevron, the circle surrounding the chevron, and the text "close payment details" as one clickable item.
- 02 Sales Tax Optional Checkbox**
 - This is an optional checkbox.
 - On selection, a line item is added to each of the 3 cards (cash, finance, lease) that states the sales tax.
- 03 Delivery and Destination Optional Checkbox**
 - This is an optional checkbox.
 - On selection, a line item is added to each of the 3 cards (cash, finance, lease) that states the fee.
- 04 Dropdown**
 - This dropdown displays the user's selection. The user would have selected the province prior to opening the drawer for the first time.
 - (AR) Please follow accessibility best practices for dropdowns.
- 05 Heading**
 - (AR) This is a heading level 3 (assuming this drawer is made a landmark when in its collapsed state and as such it has a hidden heading level 2 as stated in the annotations for step 1).



Tugas

- Silahkan membuat prototype dari desain yang telah dibuat.
- Buat prototype Annotations disetiap frame yang dibuat
- **Be Creative!**



Pengumpulan Tugas

- Setiap individu mengumpulkan laporan resmi dalam bentuk PDF
- Untuk Format file adalah NRP>NamaLengkap_JudulLaporan
- Contoh: 3321600000_Prasetyo Wibowo_Judul Laporan
- **No Plagiarism!**



Next Week



We will learn about **Concept of Fundamental HTML**

- Please read references about **HTML**
- **Strongly encourage to do self study and self-paced practicum**



THANK YOU!

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