ITIS 6400/8400 Principles of Human Computer Interaction
Project Activity – Conceptual prototypes

The next project part requires you to demonstrate 3 high level ideas/concepts for your application. You should choose from the rapid prototyping techniques to demonstrate these ideas. This can be a simple wireframe or drawing, images, scenario, storyboard, or whatever other technique you find most useful. You may use whatever tools you find most useful. Today's activity is to work on those prototypes. Here is an outline of how you can do that:

1. What activities, features, and interactions do you want to demonstrate in this idea?

Activites:

There would be multiple activities expected to be there in this idea.Mainly below activities are part of the idea:

● A person searching or looking for a food option would like to see nearby restaurant or any food vending machine where he can get the food.
● A restaurant owner or worker may want to share the leftover food to a person who is in need of it.
● A NGO may act as a link between the above two users. They may also play a role to make a contact between both of above users.Also, they could provide more food options to the person who is looking for it.

Features:

● Both Producers and Consumers can avail the features of the website only after login.
● New users will have to register.
● Details of food item and restaurant to be shown to consumer.
● Location of restaurant to be shown to consumer.

Interactions:

● A person searching for food may use the app or web portal and search for food options nearby. May be using a map as an interface which is part of the app or portal.
● A restaurant owner or worker may look for people nearby who are in need of food.

2. Write a scenario or storyboard demonstrating the successful use of your idea.

Jon Snow is a beggar who meets his friend one day. He shares his problem about the restaurants who do not entertain him and so he sleeps on a hungry stomach. His friend suggests this website. He registers himself to use the website and logs in. He chooses the option 'Find Nearby food provider'. The screen displays the available food providers and their locations. He is happy reading the food item 'Burger' on the screen showing the details of nearby food provider he chooses. He decides to go to the food provider since the option of delivering is not available. The food provider verifies the identity of beggar on the website, packages the food item and gives it to the beggar.

3. If a visual prototype is appropriate – sketch what you want to show. Then decide on what tools you will use to create the final version

Prototype of Landing page:

Prototype of initial landing screen, which provides two options such as login and register. Register option is because, we need to get the details of the person being using the application. It would track the location based on the location of the touch screen panel.

Prototype of Home page:
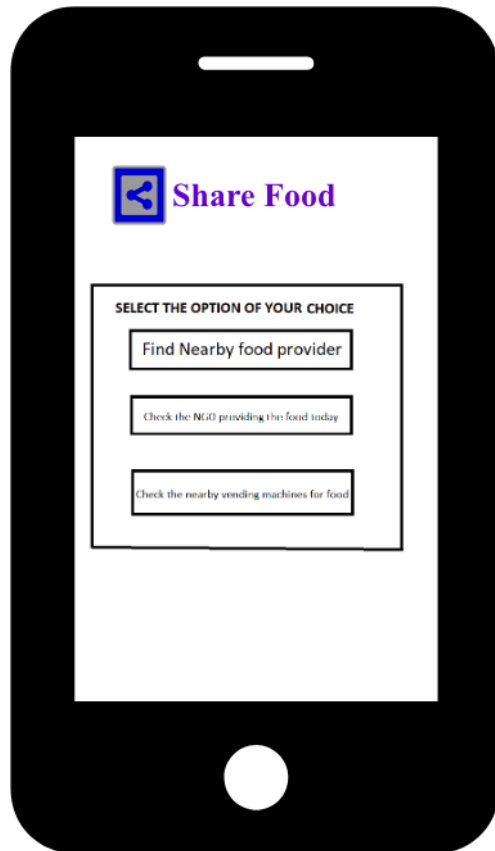
Prototype of home screen which will be seen once logged in to the application, the user can choose either of the above three options.

If the chosen option is first, then it would take it to next screen where user can select the vendor of food.

If the chosen option is second, then it would take it to next screen where user can select the NGO who provides the food.

If the chosen option is third, then it would take it to screen where it would show a map with various vending machines located.

Screen 3:

Screen prototype which shows the the details of different food producers in the nearby area. The user just need to touch the location to get the details of the producer. This screen is much user friendly as user just needs to move/drag in the direction which he/she needs to move.

Screen 4:

Prototype of the page that shows the list of NGO's which are helping the users in either providing food or establishing the connectivity between the food banks/producers and needy people.
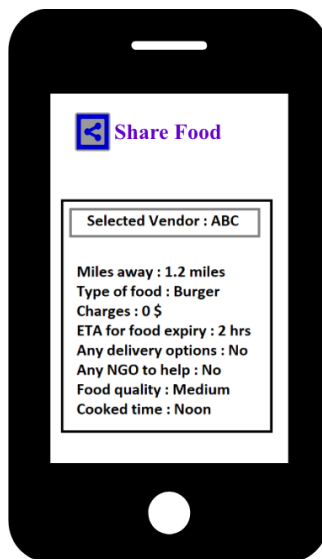User have to choose the NGO and get the details of it.

Screen 5 :

This screen would show the list of nearby vending machines nearby which would help the needy user to get the food. These vending machines would help to get the good in cheap rates.

Screen 6:

This screen allows the user to know the details of the vendor who is providing the food. User can check the type, delivery options, quality and other things about the food being provided.

4. What additional descriptions do you need to mention to fully communicate this idea?

- As of now we have a simple sketch of user interfaces designed. We will be converting them into a professional and more specific user interface design conventions such as wire frames,etc. This would be more help full in implementation phase.
- Creating an animated kind of interaction with interfaces. Like a animated video and going through the interfaces in a sequence for a particular user.
- Creating a paper based physical prototype user interfaces and handing over to users in real world. This would help to understand more based on the feedback provided.
- We can also think of creating a video and walking through the interfaces in sequence. We could use this video to show it to a new user and take the feedback or response.