Overview of Example Classes

The example classes for CZ2004 are intended to give you an opportunity to experience the process of creating prototypes of a computer user interface for a specific application.

The overarching goal here is to get you to:

> **Think of the interface from a *designer's* perspective, not from a *programmer's* perspective (as you usually do)**.

How are these two perspectives different? When a programmer is tasked with creating an interface, she or he will have an inherent bias to design the interface in a way that is easier to program, rather than easier to use. A designer on the other hand, being freed from having to labour over the programming aspects, would more likely make the correct design choices in favour of usability by typical users.

So in these example classes, prototyping is done entirely by sketching and mock-ups, where programming is not just unnecessary but also disallowed ☺.

Broad Schedule

- **Start of Course**. You will be informed of the application for which you need to design a user interface, and a list of expected features.

- **Example Classes 1 and 2 – Lo-Fi Prototype**. In the first two example classes, you will come up with a low fidelity (lo-fi) prototype of the user interface. This prototype will consist mainly of sketches plus annotations.

- **Example Class 3 – Design Critique.** You will be given another student's lo-fi prototype for written critique. The critique will be on usability and design quality aspects, in relation to established design principles. The instructor assessment for this part of the example class is on the quality and constructiveness of the critique, not the prototype itself. The critique will be made known to the student who designed the interface.

- **Example Classes 4 and 5 – Hi-Fi Prototype**. In the fourth and fifth example classes, you will resolve your lo-fi prototype into a hi-fi prototype, incorporating any suggestions from the peer critique that you think are valuable. This prototype will be mocked up using Microsoft PowerPoint.