جامعة الحسين التقنية
Al Hussein Technical University

ASSIGNMENT BRIEF

HTU Course No: 40201261	**HTU Course Name:** Prototyping
BTEC Unit Code: M/618/7488	**BTEC UNIT Name:** Prototyping

Student Name/ID Number/Section	
HTU Course Number and Title	40201261 Prototyping
BTEC Unit Code and Title	M/618/7488 Prototyping
Academic Year	2024-2025 2
Assignment Author	Hana' Alrashid
Course Tutor	Amal Saif - Fadia Alaeddin - Hana' Alrashid - Asma Sabbah
Assignment Title	Wireframes to Interactive Prototypes
Assignment Ref No	1
Issue Date	19/04/2025
Formative Assessment dates	From 19/04/2025 to 29/05/2025
Submission Date	12/06/2025
IV Name & Date	Razan Alquran 18/04/2025

Submission Format

The submission for this assignment is divided into the following deliverables:

1- An **individual written Report** as **word document**, written in a formal business style (headings, content page, paragraphs, subsections and illustrations as appropriate, single spacing & font size 12), supported with research and referenced using the Harvard referencing system.
2- **Low-fidelity, Medium-fidelity, High-fidelity prototypes files**.
3- **Video as a demonstration** on the prototyping plan, idea and the final version of high fidelity/ live data prototype.
4- **Signed assessment submission and declaration form** attached at the end of the assignment brief.
5- **Oral discussion** to elaborate your accomplished work.

Unit Learning Outcomes

LO1 Explore forms of prototypes appropriate for various functionality and end-user testing requirements

LO2 Plan a prototype and testing strategy for a specific end user

LO3 Develop multiple iterations of the prototype using appropriate tools

LO4 Evaluate user feedback and test results from multiple iterations of the prototype and end-user testing.

Assignment Brief and Guidance

You are a **junior UX designer working at a start-up** that is developing a **new digital product** aimed at solving a real-world problem. The domain of the product is open for you to decide — it could be in **healthcare, education, government services, finance, transportation, entertainment, or any other area** where technology can make an impact.

Your start-up is planning to participate in a **high-profile innovation challenge**, where selected finalists will get the opportunity to **pitch their ideas to potential investors and industry experts**. To be eligible for the final round, you are required to **present a series of prototypes that reflect the development process of your digital product**.

You are asked to:

- Choose a domain and identify a specific problem or gap that your product will address.
- Sketch a **draft wireframe as quick design** that outlines the basic structure and key components of your solution.

- Develop a **low-fidelity prototype** based on the wireframe to explore user flow and core functionality.
- Create a **visual mock-up** as a **medium-fidelity prototype** that incorporates branding, UI elements, and visual hierarchy.
- Produce a **high-fidelity prototype** that is close to a fully functional product, showing realistic design and interactivity.

You must also compile a **detailed report** that includes:

- An introduction to your chosen idea and how it serves to solve problems in the chosen domain.
- A clear explanation of your product idea, key features, and target users.
- Your prototyping plan and the tools or platforms used in each stage.
- A critical analysis of how prototyping helped shape and improve your design.

Your Assignments is distributed into the following tasks:

Task 1: Deliverable: Report

1. Discuss specific forms of prototyping functionality and end- user testing requirements used in software development.
2. Assess different forms of prototyping and the advantages, disadvantages of end-user testing requirements focusing on their appropriateness for various testing outcomes.
3. Review standard tools available for use in prototyping by providing a brief explanation of each tool and how it supports identifying and testing user requirements effectively.

Task 2: Deliverable: Report

1. Review various end user categorizations, classifications and behavior modelling techniques relevant to your prototype.
2. Examine a suitable prototyping methodology to test with a specific end user from the user population.
3. Apply end-user classification and behavior modelling to select an appropriate prototyping methodology.
4. Produce a plan suggesting an appropriate prototyping methodology and tools to conduct end-user testing effectively.
5. Evaluate the impact of common prototyping methodology within the software development lifecycle.

Task 3:

Develop multiple iterations of the prototype using appropriate tools.

You should:

1. Create a prototype based on the plan you produced in Task 2, using the selected prototyping methodology and tools.
2. Perform end user experiments and examine their feedback, iteratively enhancing your prototype.

Itertaions include:

Low-fidelity prototype: Deliverables: Low-fidelity Prototype and Report

- Design a wireframe as the first iteration.
- Use it as a base for low-fidelity prototype
- Collect feedback from three end-users.
- Build a second iteration incorporating the most important end user feedback and suggested enhancements.

Meduim-fidelity prototype: Deliverables: Medium-fidelity Prototype and Report

- Design s mock-up and develop it into a medium-fidelity prototype.
- Collect feedback from the same three end users
- Create an improved iteration based on the feedback.

High-fidelity prototype: Deliverables: High-fidelity Prototype and Report

- Design a final high-fidelity prototype that integrates feedback from the previous iterations.

Task 4: Deliverable: Report

Review the end-user feedback collected from multiple iterations of your prototype and justify the updates to the final prototype based on this feedback.

Task 5: Deliverable: Report

Critically evaluate your final prototype in comparison to your original plan, focusing on how user feedback and testing were implemented and their impact on the final design.

Learning Outcomes and Assessment Criteria			
Learning Outcome	**Pass**	**Merit**	**Distinction**
LO1 Explore forms of prototypes appropriate for various functionality and end-user testing requirements	**P1** Discuss specific forms of prototyping functionality and end-user testing requirements. **P2** Review standard tools available for use in prototyping.	**M1** Assess specific forms of prototyping and the advantages and disadvantages of end-user testing requirements in terms of appropriateness to different testing outcomes.	**D1** Evaluate the impact of common prototyping methodologies on the software development lifecycle.
LO2 Plan a prototype and testing strategy for a specific end user	**P3** Review different end-user categorisations, classifications and behaviour modelling techniques. **P4** Examine an appropriate prototyping methodology to test with a specific end-user.	**M2** Apply end-user classification and behaviour modelling to select an appropriate prototyping methodology. **M3** Produce a plan suggesting an appropriate prototyping methodology and tools to conduct end-user testing.	
LO3 Develop multiple iterations of the prototype using appropriate tools	**P5** Create a prototype based on a plan, using an appropriate prototyping methodology and tools. **P6** Perform end-user testing and examine feedback.	**M4** Build multiple iterations of a prototype and modify each iteration with enhancements gathered from user feedback and experimentation.	**D2** Critically evaluate the prototype against the original plan and how user feedback and testing was implemented.
LO4 Evaluate user feedback and test results from multiple iterations of the prototype and end-user testing.	**P7** Review end-user feedback from multiple iterations of your prototype.	**M5** Justify the updates to the final prototype based on end user feedback and testing.	