Human-Computer Interaction

Practical Class 5

Slides by Daniel Mendes for the Human-Computer Interaction course at Faculdade de Engenharia, Universidade do Porto, 2021, revised 2022

This Class

Start Project's Phase 2

Choose framework

Create first prototype

Prototyping

Create concrete but partial system representations

Reduce time and costs to produce something users can test

Allow for fast exploration of different alternatives

Facilitate easy fixing of issues found

Fidelity and Functionality

Fidelity

Relates to the visual appearance of the prototype (fonts, colors, images, etc.)

Functionality

Whether it executes on a computer system or requires human intervention

Low-fidelity vs High-fidelity

Low-fidelity

Sketched representation (no focus on look-and-feel)

Low cost to change organization and flow

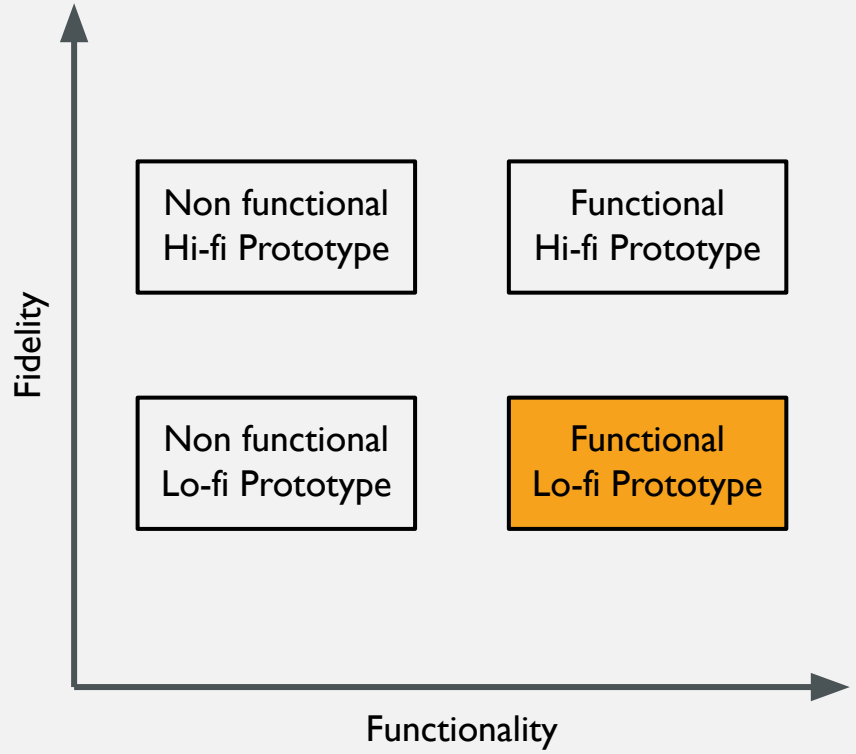
High-fidelity

Look-and-feel similar to the finished product

Higher cost to modify

Both can be functional or not

Prototypes


Non functional
Hi-fi Prototype
Functional
Hi-fi Prototype
Non functional
Lo-fi Prototype
Functional
Lo-fi Prototype
Fidelity
Functionality

Prototyping Tools

Several available. Suggestions:

Figma, Quant UX, Penpot, …

Extended list on Moodle

Already presented in theory classes

Including main characteristics

Until Next Class

Choose framework

Develop first prototype

To be completed in two weeks

Study Nielsen's Heuristics

Will be used to evaluate each other's prototypes

Next Class

Discuss ongoing prototype