

Mid-Fi Prototypes

Human Computer Interaction

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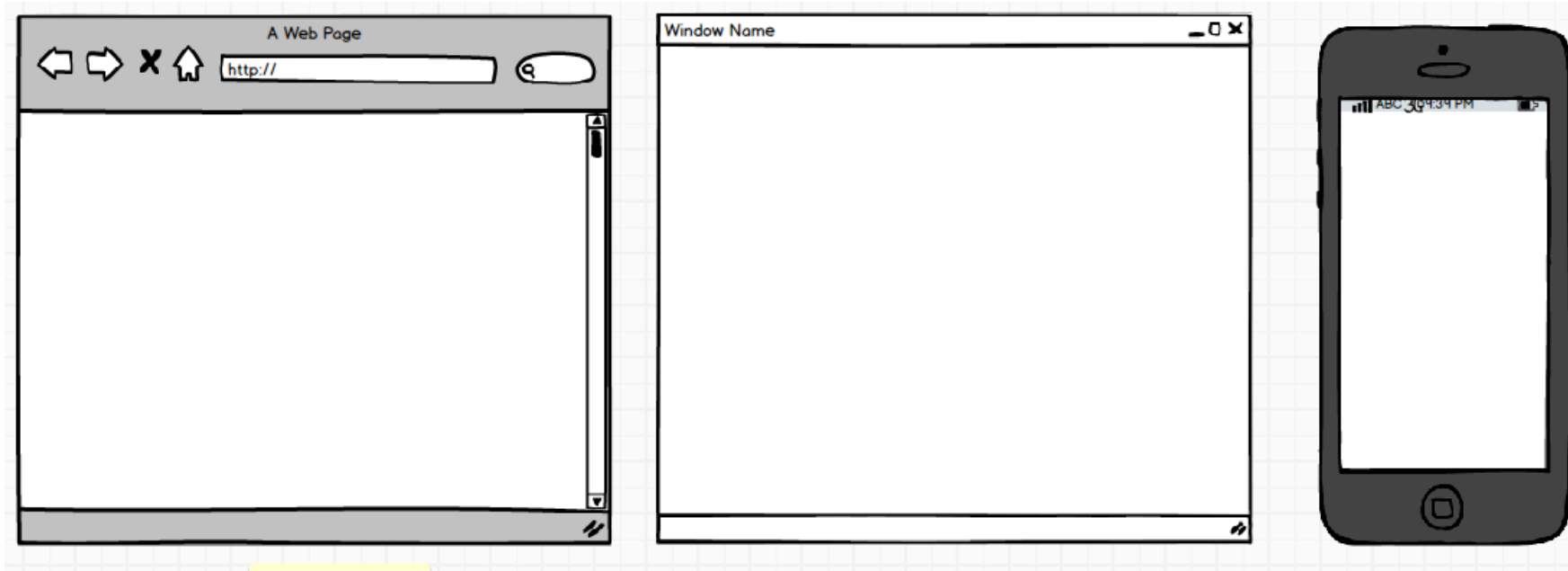
Computer Prototypes

- Interactive software simulation
 - Renders user interface
 - Accepts some user input
 - Responds by switching pages
- Medium-fidelity or High-fidelity in look & feel
- Low-fidelity in depth
 - The human operator in paper prototyping is aware of the algorithms

Medium-fidelity

- Also known as “Mockups” or “Wireframe interface”
- Design of a single screen or a set of connected screens (following a task)
- “Wavy” or “imprecise” drawing (inspired by hand drawing)
 - Want to convey the impression that the design is still preliminary
 - Mostly gray scale (or black and white)
- Usually static information (predefined pages, only)
- May suggest user device

Wireframes For The Three Interfaces



Web

Desktop

Mobile

moqups

Account

Feedback

Search stencils

Stencils

Images

Horizontal Line

Vertical Line

iPhone

iPad

Are you sure?
Okay NVM

171 Apr 19 1:01
Sun Apr 27 9:59 AM
Mon Apr 28 9:00 PM
Tue Apr 29 7:01
Wed Apr 30 9:00

iOS Alert

iOS Picker

Settings
Enabled
Selected
Sort by

iOS Menu

Back

iOS Button

Quick Introduction to Moqups / Playground

Tweet 3,718

Moqzilla

← → ↺ 🏠 http://moqups.com

Our Online store

Home Products About Contact

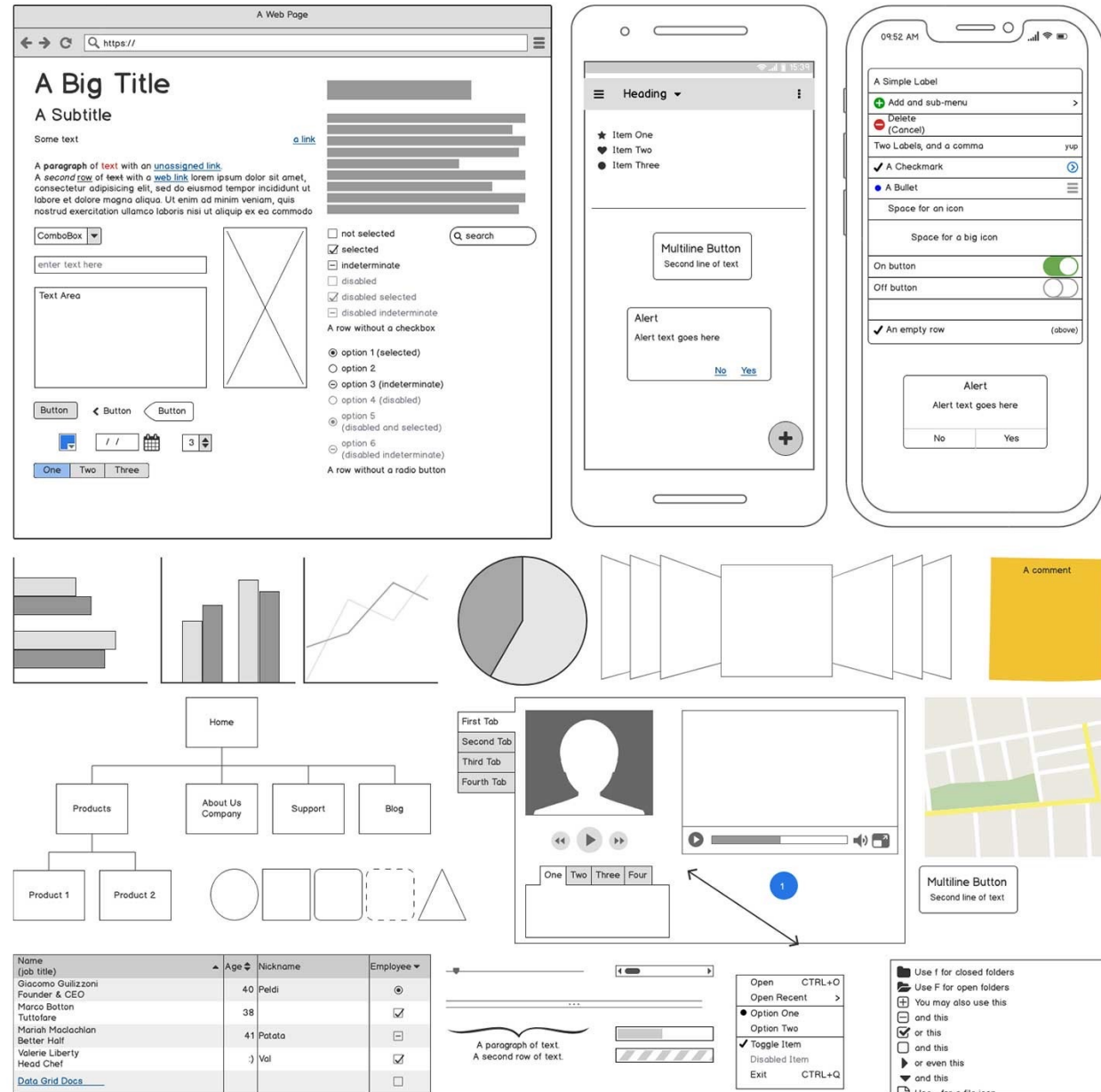
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quam velit, vulputate eu pharetra nec, mattis ac neque. Duis vulputate commodo lectus blandit elit tincidunt id.

Product rating: ❤️❤️❤️👉👉👉

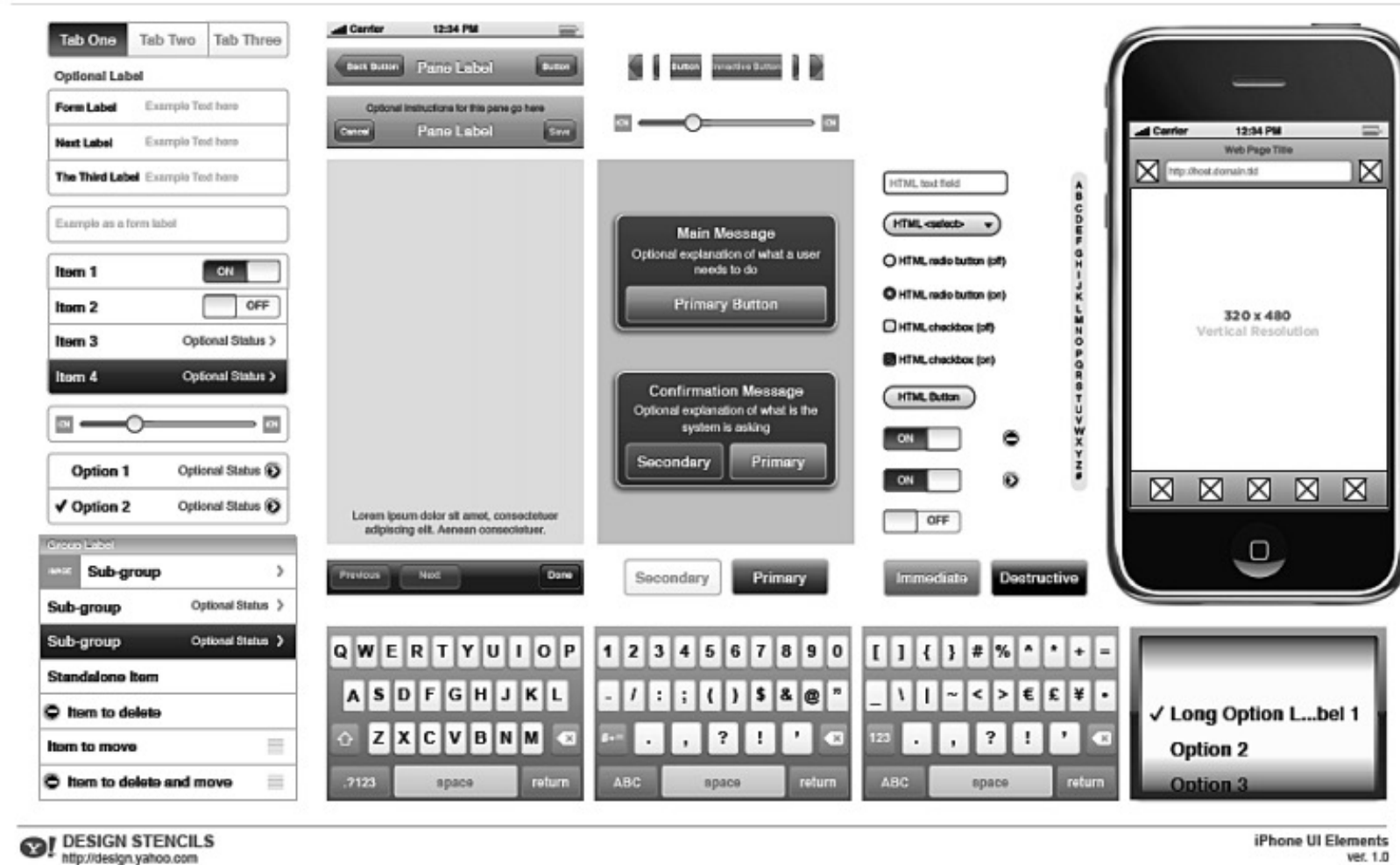
Add to cart

Some areas of the design may be “active” (link to a new page)

UI Design Libraries



Stencils For UI Elements



Some Tools For Med-Fidelity Prototyping



<https://www.figma.com>
<https://www.figma.com/education/>



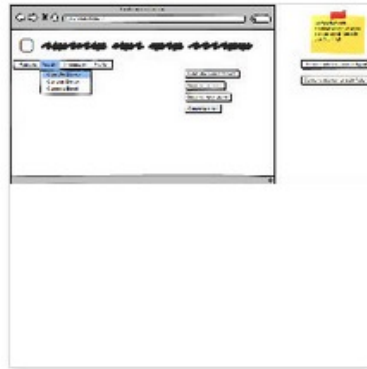
balsamiq®

<https://balsamiq.com/wireframes/>
<https://balsamiq.cloud/>



<https://mockups.com/>

Example



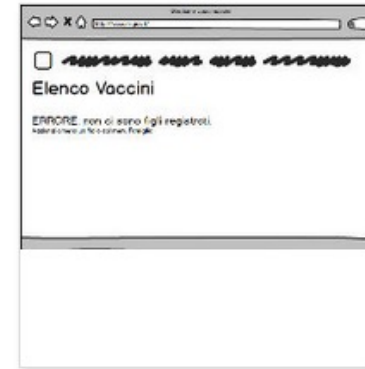
Step 1 e B-Step 1 ▾



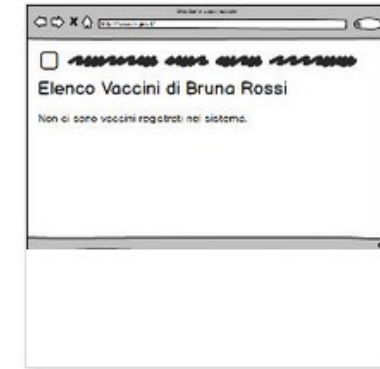
Step 2 3 ▾



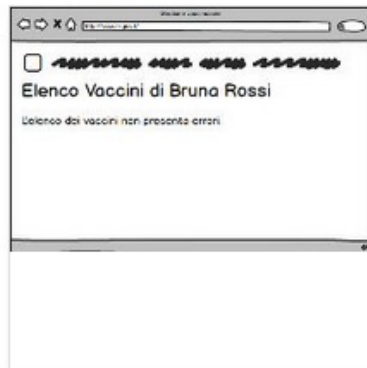
Step 4 5a ▾



Step 2a ▾



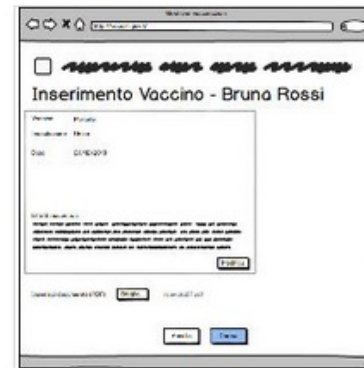
Step 4b ▾



R-Step 6 ▾



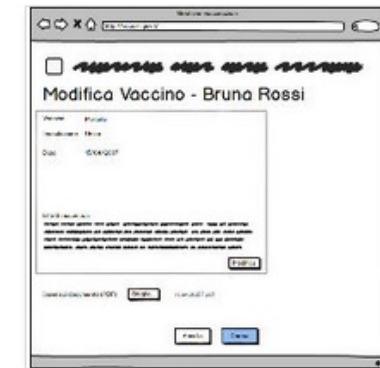
R-Step 5a1 5a2 ▾



R-Step 5a3 5a4 ▾



R-Step 5c1 5c2 ▾



R-Step 5c3 5c4 ▾

PowerPoint-based Interactive Mockups



Tools' Drawbacks

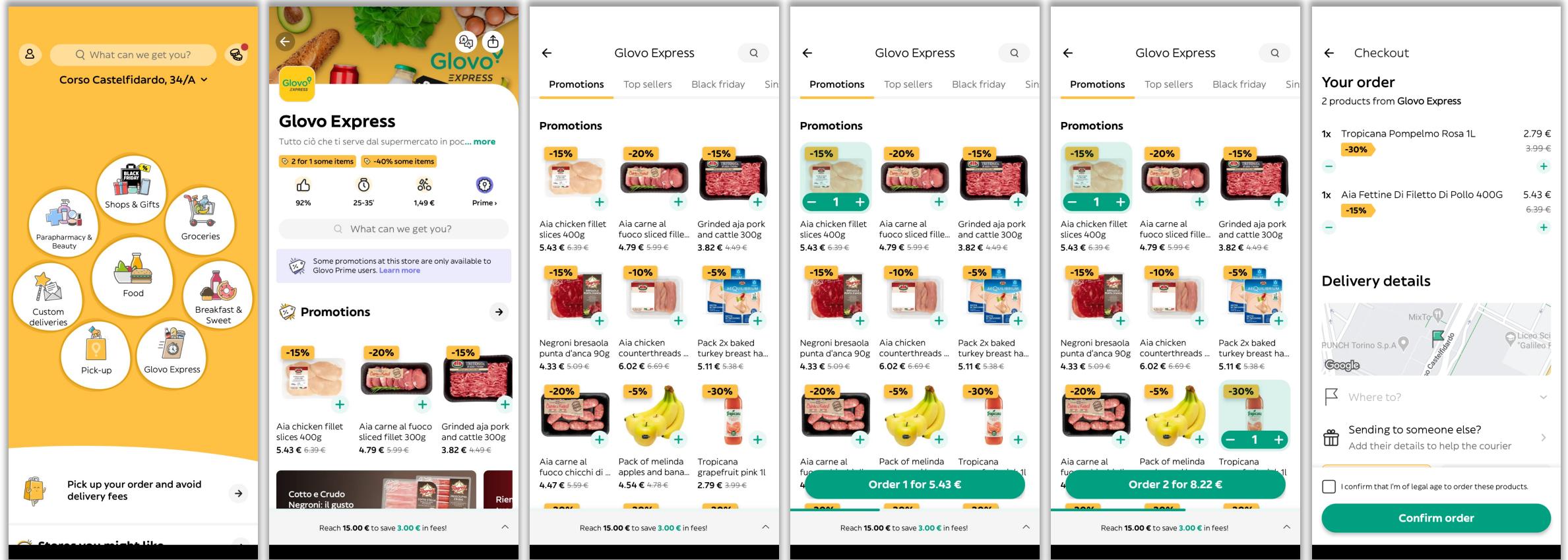
- Click, not interact
 - No text entry, no data entry, no real selection of listed data
 - Widgets aren't active
- Paths are static
- The tester is engaged in a “hunt for the hotspot”, to find the (few) only widgets that really clickable
 - Good for testing understanding of the UI and the workflow
 - Not good for testing the UI behavior



Exercise

- Learn Figma by doing!
 - Take a finished product and retrace the steps of the original designer to understand its logic in drawing the flow of a certain task.
- **TARGET PLATFORM:** Glovo
 - **Task:** Order something from the promotions available on Glovo Express, a 24/7 Micro Fulfilment Centre, also known as a Glovo Supermarket (see the next slide for the complete user flow).
 - **Goal:** Create a medium-fidelity prototype for the Glovo's task using Figma:
 - Simplify and strip down the task to its core component, deciding what are the key elements that should be represented and which placeholders can be used.
 - Create a wireframe by connecting the different screens through Figma interactions.

Glovo Express User Flow



References and Acknowledgments

- Google, Begin Today With Rapid prototyping,
https://www.youtube.com/playlist?list=PL9KVIdeJ2K8NDpsiyYpcbB_qifd3y5CYZ
- MIT, http://web.mit.edu/6.813/www/sp18/classes/11-prototyping/#reading_11_prototyping
- Scott Klemmer, Storyboards, Paper Prototypes, and Mockups,
<https://youtu.be/z4glsttyxw8>
- Thanks to Fulvio Corno, past teacher of the course, for his work on some of these slides

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