

Mid-Fi Prototypes

User Experience Design

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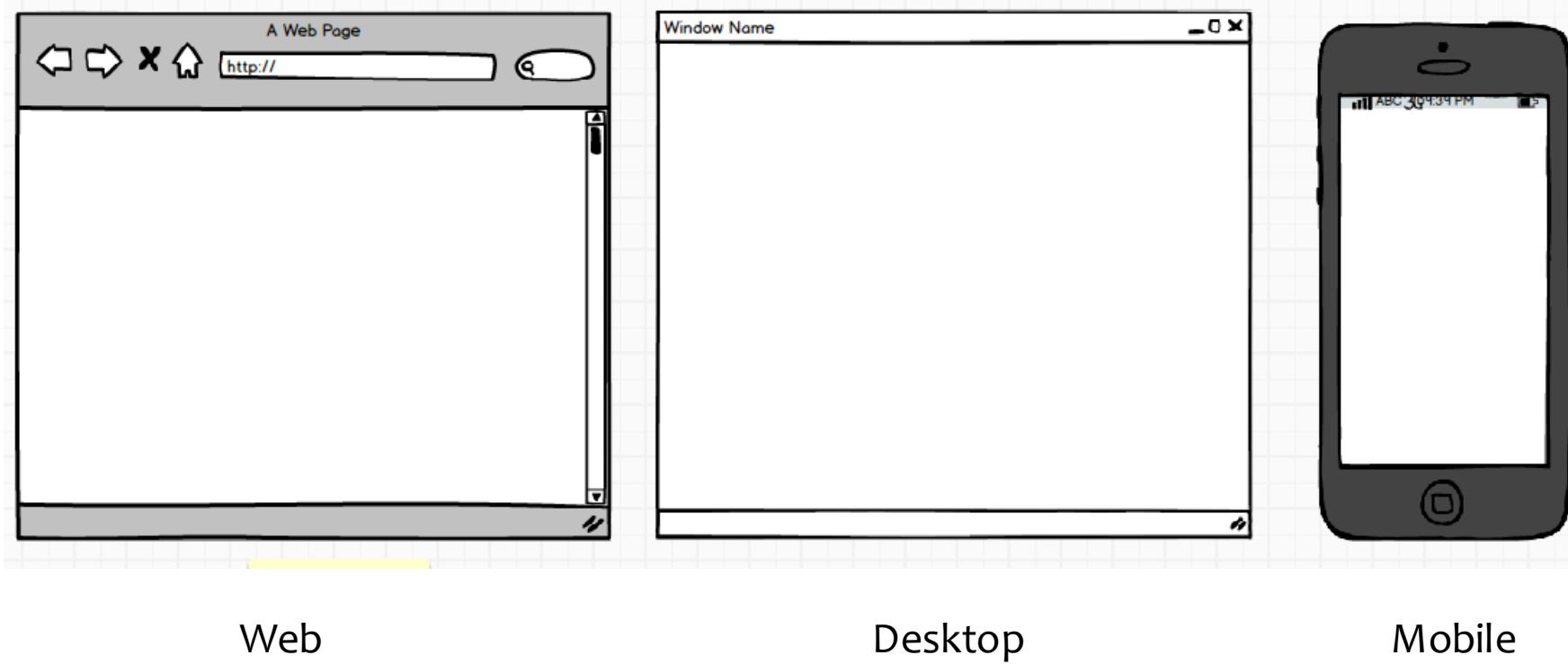
Computer Prototypes

- 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

🔍 Search stencils

Stencils

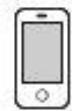
Images



Horizontal Line



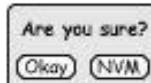
Vertical Line



iPhone



iPad



iOS Alert



iOS Picker



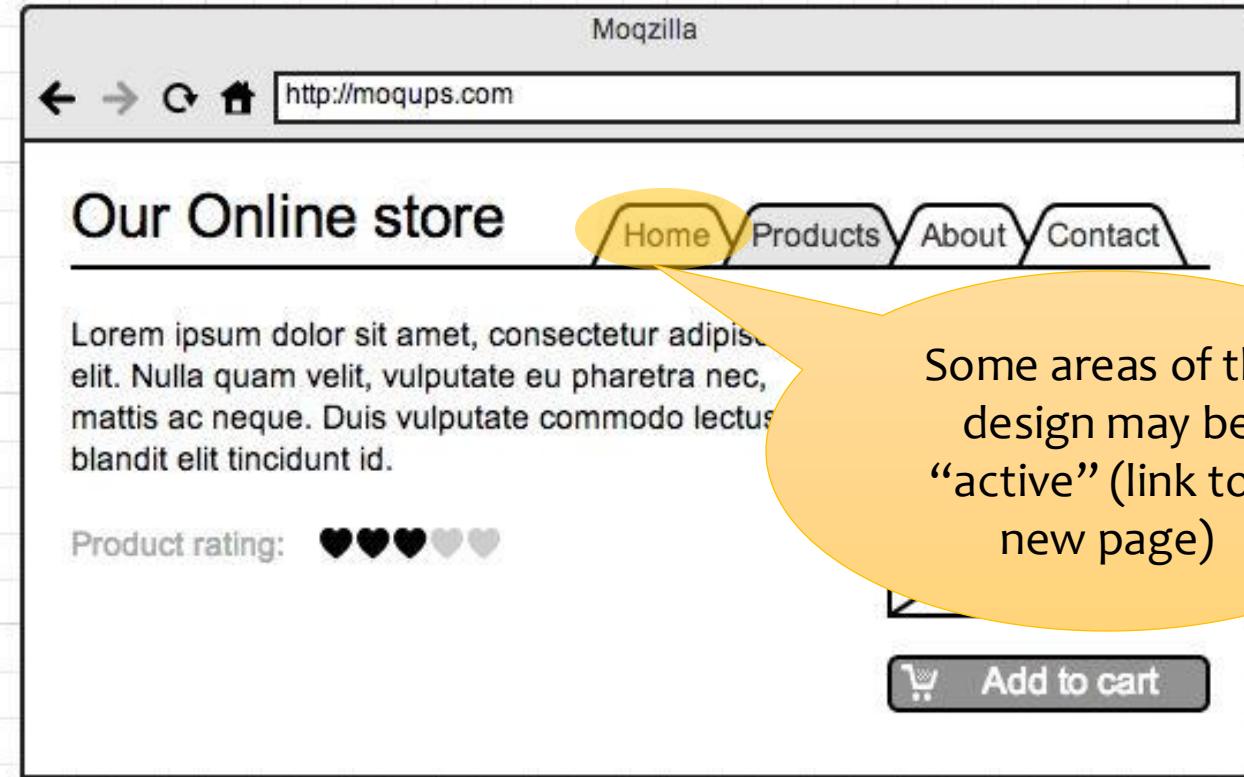
iOS Menu



iOS Button

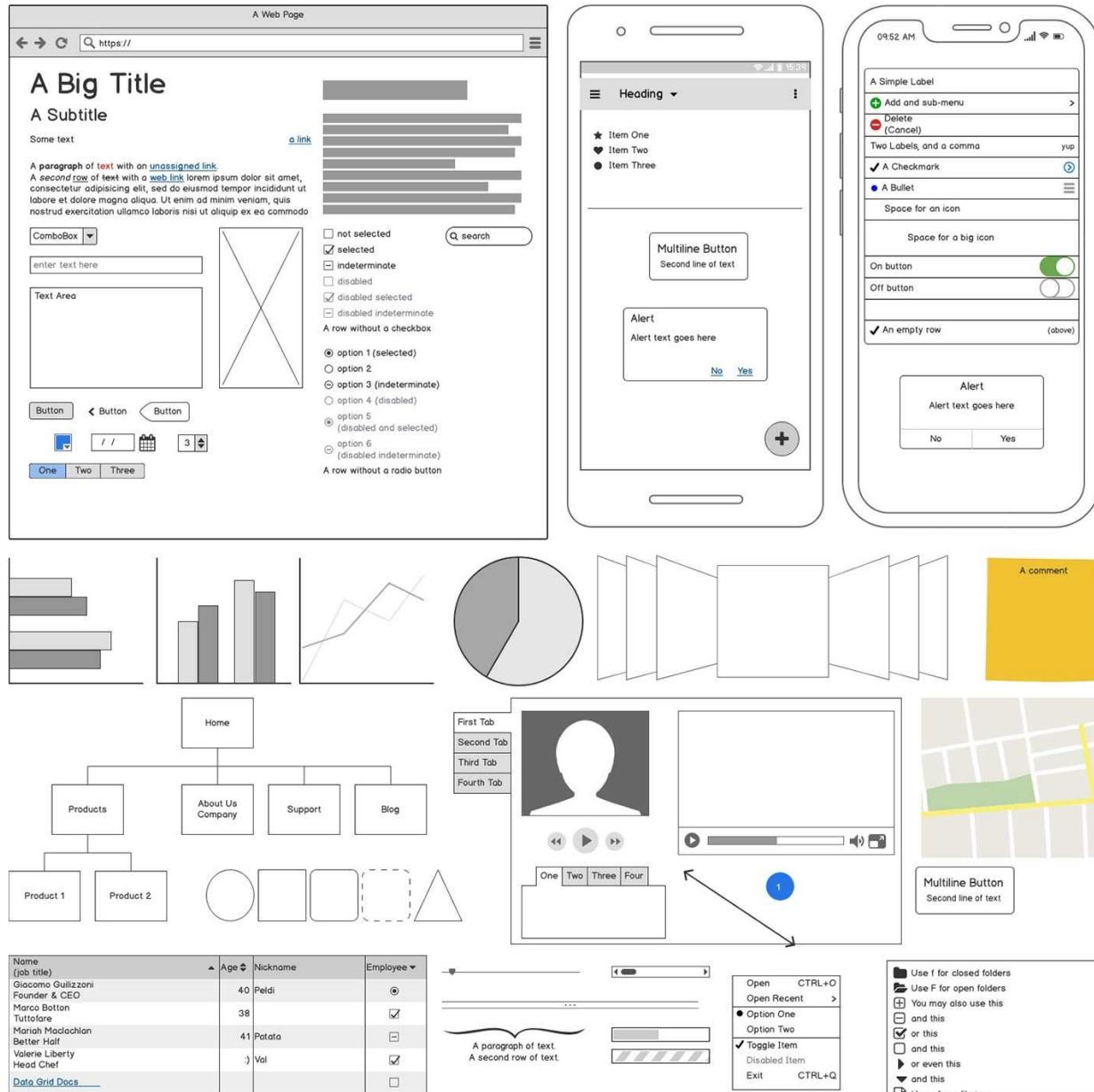
Quick Introduction to Moqups / Playground

Tweet 3,718

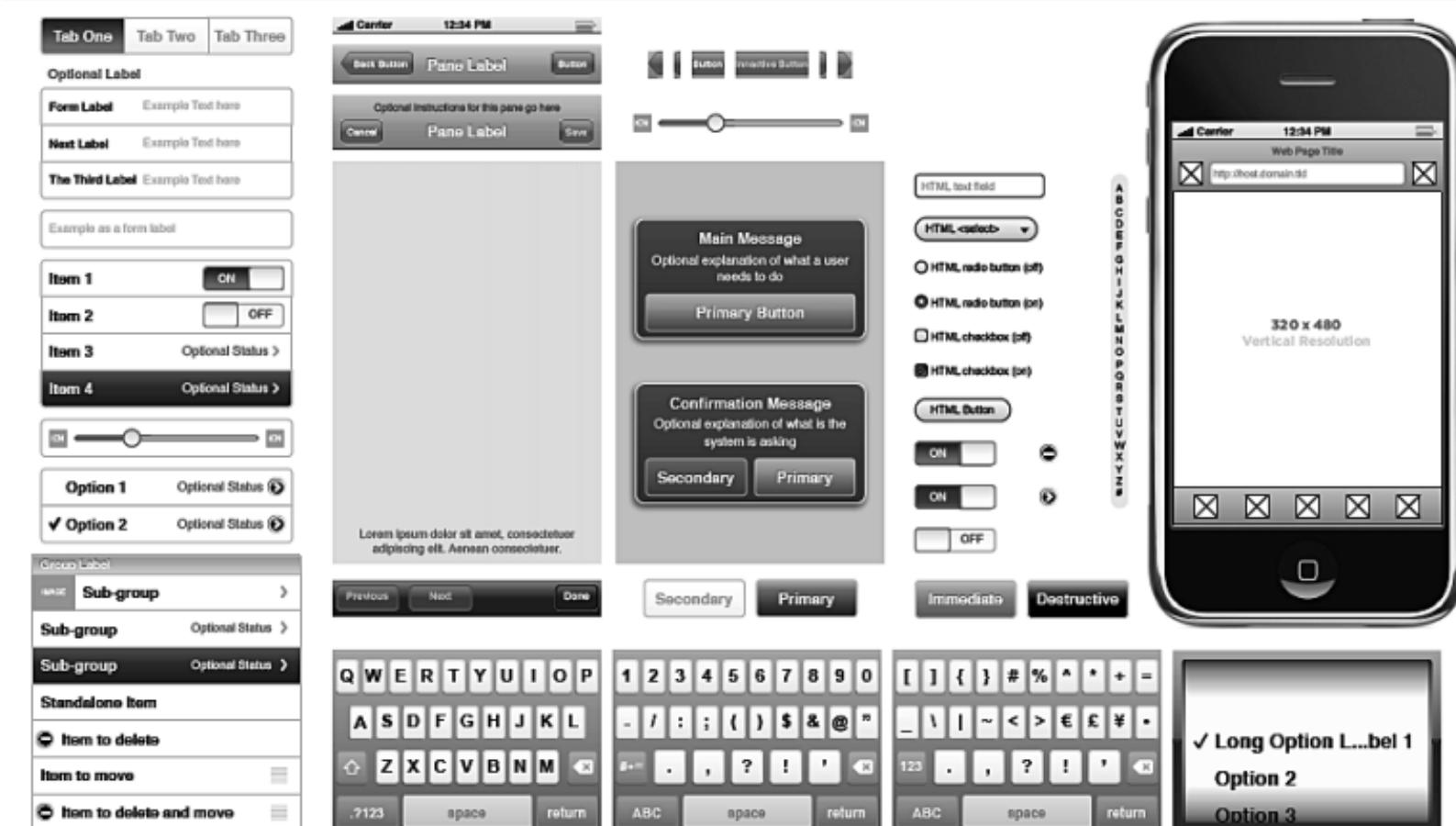


Some areas of the design may be “active” (link to a new page)

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://moqups.com/>

Example



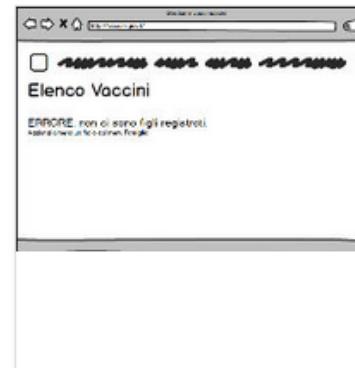
Step 1 e B-Step 1



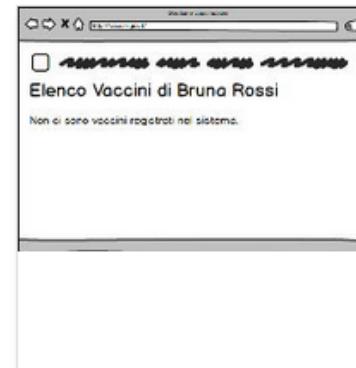
Step 2 3



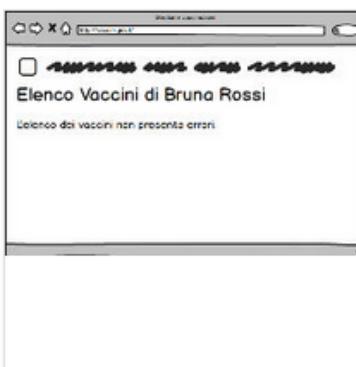
Step 4 5a



Step 2a



Step 4b



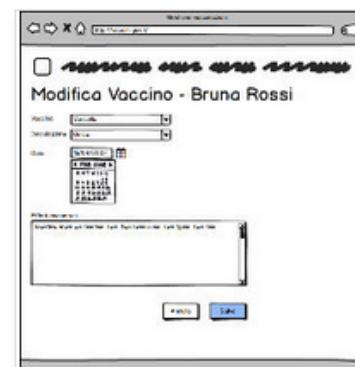
R-Step 6



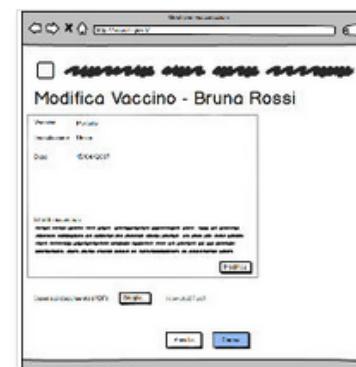
R-Step 5a1 5a2



R-Step 5a3 5a4



R-Step 5c1 5c2



R-Step 5c3 5c4

PowerPoint-based Interactive Mockups



Tools' Drawbacks

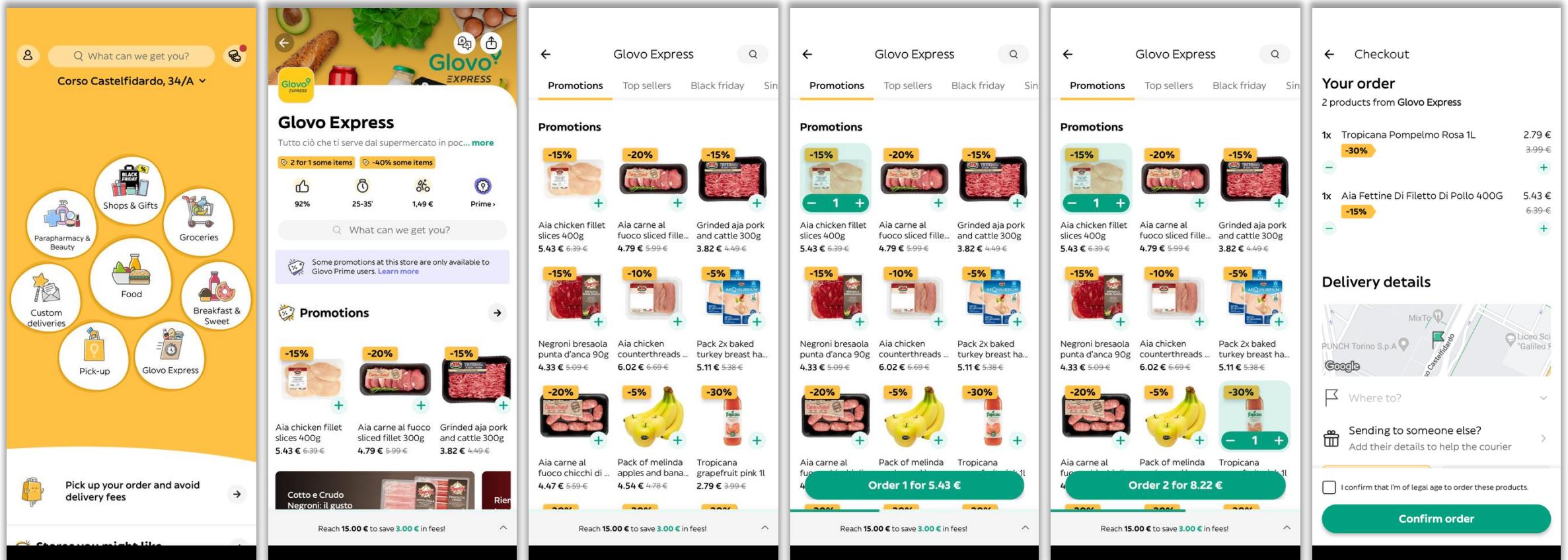
- Click, not interact
 - No text entry, no data entry, no real selection of listed data
 - Widgets aren't active
- Paths are static
- The tester is engaged in a “hunt for the hotspot”, to find the (few) only widgets that really clickable
 - Good for testing understanding of the UI and the workflow
 - 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 the key elements to represent and which placeholders to use
 - Create a wireframe by connecting the different screens through Figma interactions

Glovo Express User Flow



[An example of a possible solution...](#)

Taken from: <https://medium.com/@stavroulagregoriou/mid-fidelity-prototyping-what-a-glovo-express-0757204faadd>

References and Acknowledgments

- Google, Begin Today With Rapid prototyping,
https://www.youtube.com/playlist?list=PL9KVldeJ2K8NDpsiYpcbB_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>
- Most of the slides are adapted from those used in the "Human Computer Interaction" course of Politecnico di Torino
 - <http://bit.ly/polito-hci>



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