

Mid-Fi Prototypes

User Experience Design

Alberto Monge Roffarello

Academic Year 2025/2026

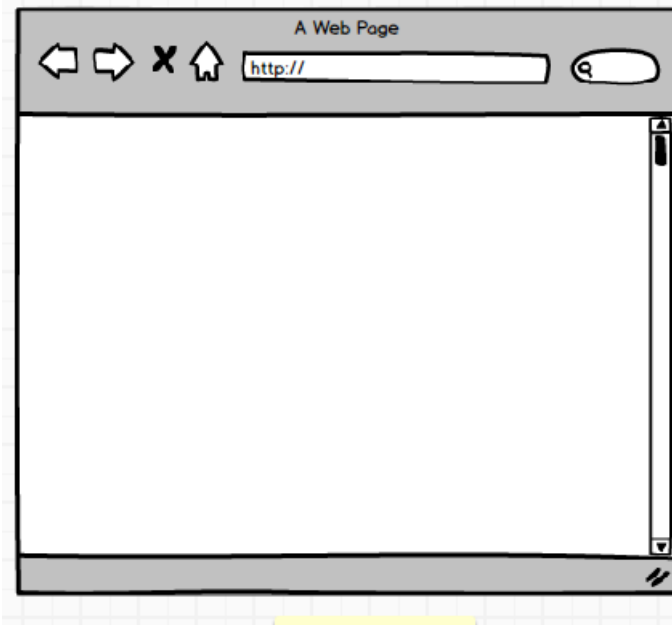
Computer Prototypes

- 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

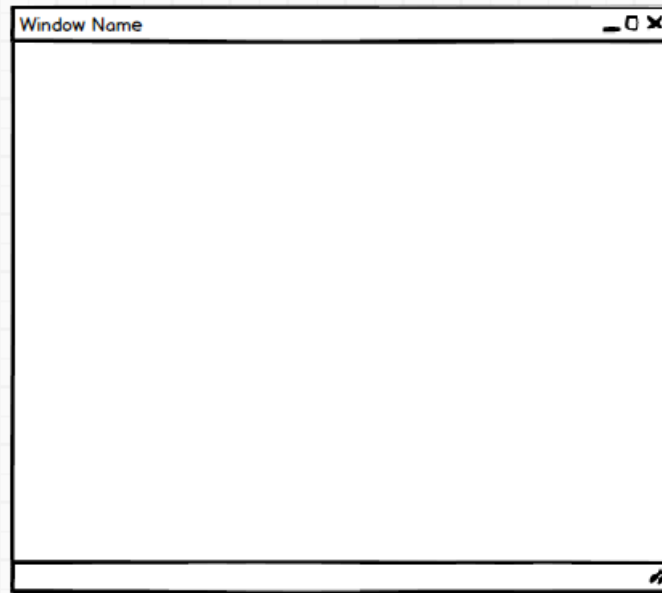
Medium-fidelity

- 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

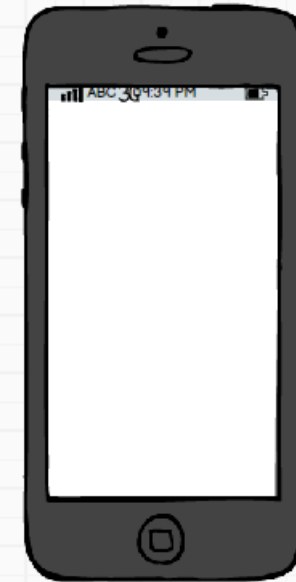
Wireframes For The Three Interfaces



Web



Desktop



Mobile

moqups

Search stencils

Stencils

Images

Horizontal Line

Vertical Line

iPhone

iPad

Are you sure?
Okay NVM

iOS Alert

iOS Picker

Settings
Enabled
Selected
Some item

iOS Menu

Back

iOS Button

Quick Introduction to Moqups / Playground

Tweet 3,718

Moozilla

← → ↻ 🏠 http://moqups.com

Our Online store

Home Products About Contact

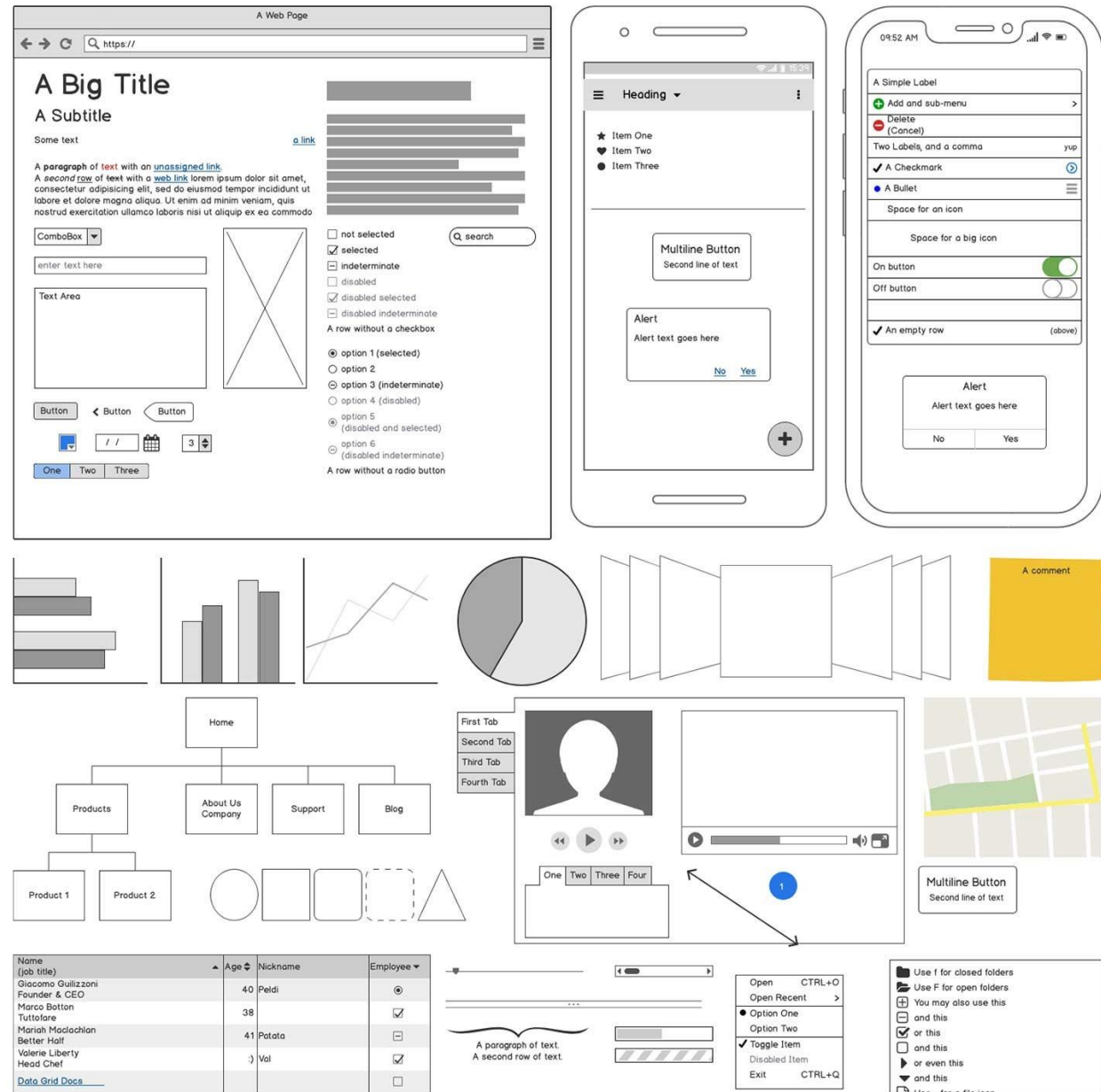
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quam velit, vulputate eu pharetra nec, mattis ac neque. Duis vulputate commodo lectus blandit elit tincidunt id.

Product rating: ❤️❤️❤️👉👉👉

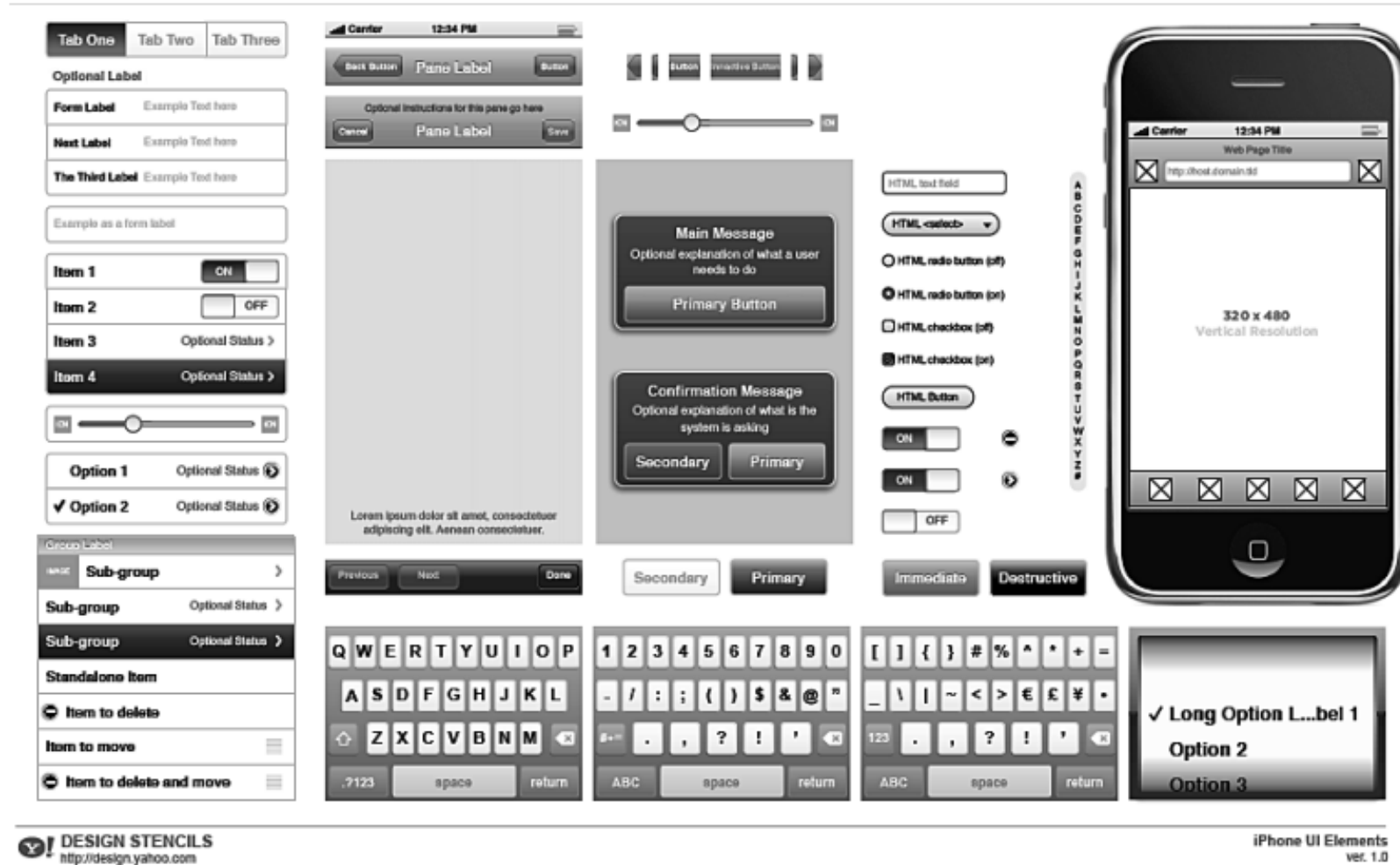
Add to cart

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/>

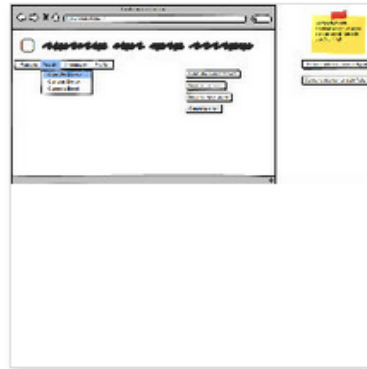


<https://balsamiq.com/wireframes/>
<https://balsamiq.cloud/>



<https://mockups.com/>

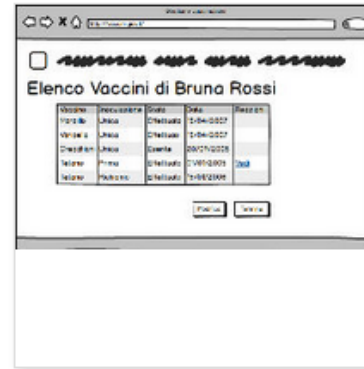
Example



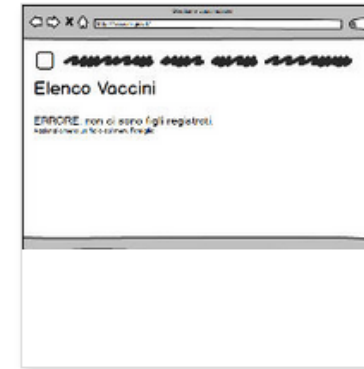
Step 1 e B-Step 1 ▾



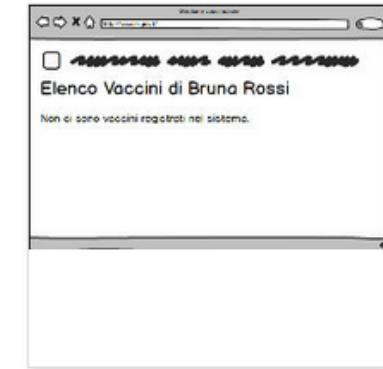
Step 2 3 ▾



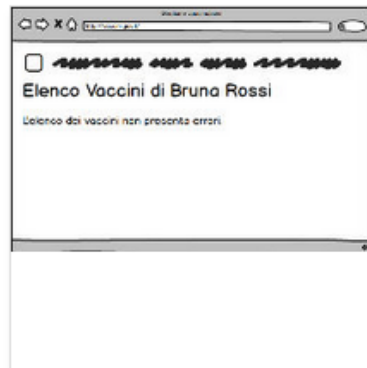
Step 4 5a ▾



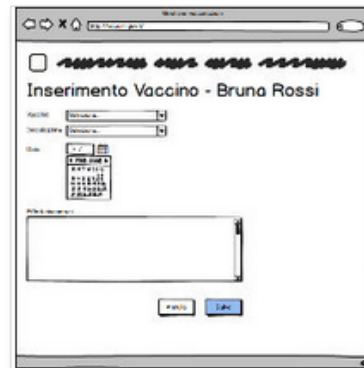
Step 2a ▾



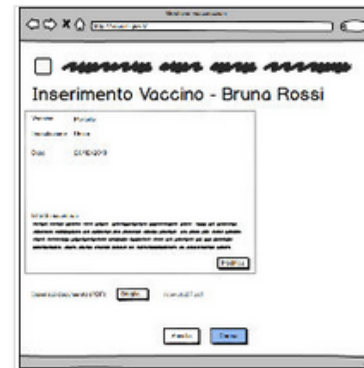
Step 4b ▾



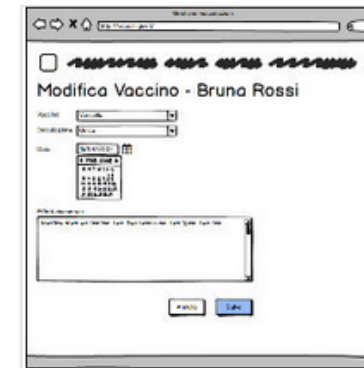
R-Step 6 ▾



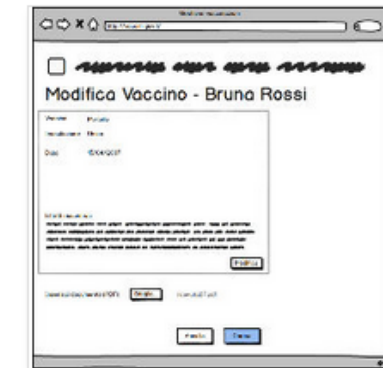
R-Step 5a1 5a2 ▾



R-Step 5a3 5a4 ▾



R-Step 5c1 5c2 ▾



R-Step 5c3 5c4 ▾

PowerPoint-based Interactive Mockups



Tools' Drawbacks

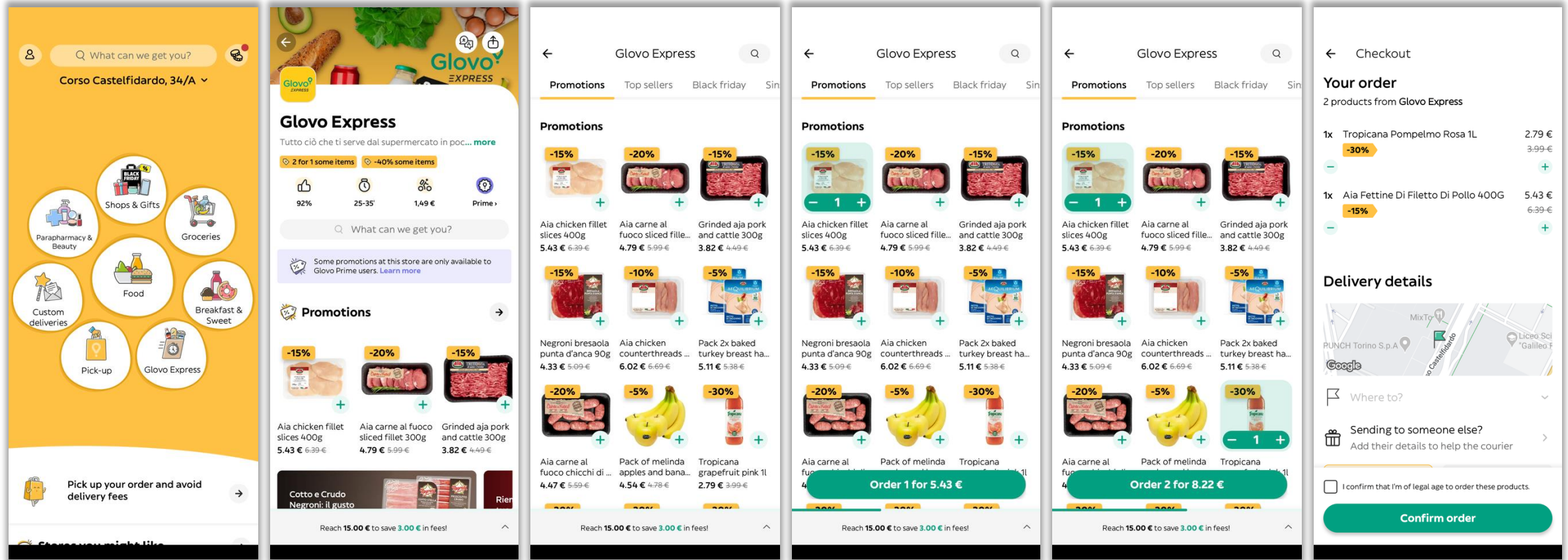
- Click, not interact
 - No text entry, no data entry, no real selection of listed data
 - Widgets aren't active
- Paths are static
- The tester is engaged in a “hunt for the hotspot”, to find the (few) only widgets that really clickable
 - Good for testing understanding of the UI and the workflow
 - 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 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...](https://medium.com/@stavroulagregoriou/mid-fidelity-prototyping-what-a-glovo-express-0757204faadd)

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=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>
- Most of the slides are adapted from those used in the "Human Computer Interaction" course of Politecnico di Torino
 - <http://bit.ly/polito-hci>

License

- These slides are distributed under a Creative Commons license “**Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)**”
- **You are free to:**
 - **Share** — copy and redistribute the material in any medium or format
 - **Adapt** — remix, transform, and build upon the material
 - The licensor cannot revoke these freedoms as long as you follow the license terms.
- **Under the following terms:**
 - **Attribution** — You must give [appropriate credit](#), provide a link to the license, and [indicate if changes were made](#). You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
 - **NonCommercial** — You may not use the material for [commercial purposes](#).
 - **ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the [same license](#) as the original.
 - **No additional restrictions** — You may not apply legal terms or [technological measures](#) that legally restrict others from doing anything the license permits.
- <https://creativecommons.org/licenses/by-nc-sa/4.0/>

