

Interacção Pessoa-Máquina

2019/20

Final project

Stage 4: Computer prototype

In this stage, according to the results obtained during the paper prototype tests, you are going to develop a computer prototype.

Objective: Develop a computer prototype of an interactive system.

Description

According to the results you got from the paper prototype tests in stage 3, you should create a new prototype running on the appropriate platform (desktop, web, mobile). This prototype should be:

- High fidelity in look: explore the graphic design of your final application. Make choices about screen layout, colours, fonts, alignment, icons...
- High fidelity in feel: the prototype should behave as the real system.
It is supposed to run on the appropriate platform (desktop, web, mobile). In case your application requires different interaction devices, you may have to be creative to simulate it.
- Medium fidelity in breath: support, at least, the scenarios and tasks tested in stage 3.
- Low fidelity in depth: don't need to put much work on the backend.

Your prototype does not need to be functionally complete, but should be complete enough to give a convincing impression to candidate users. This prototype will be distributed to another working group of the class. They will do a heuristic evaluation of your prototype and produce an evaluation report. When your prototype runs on a device different than a PC, it should be immediately reported to the teacher, so as to be handled on time.

You can use any appropriate tool to develop your prototype (Java Swing, html ...).

Report

The report must include:

- **URL for your prototype:** make your prototype available for downloading and include the corresponding URL in the report.
 - Once available for download, your prototype can not be changed.
 - Package multiple files in one .zip file.
- **Startup instructions:** Specify the platform and software requirements to run your prototype. Give brief instructions for starting it up.

- **“Briefing”:** the “briefing” you gave to the users in stage 3, describing your application (with the necessary adjustments).
- **Scenarios:** developed during stage 3 to help evaluators understand and evaluate your application.
- **URL of your project:** So evaluators have access to your project history, which will help them to understand your application.
- Also describe which parts of your prototype are incomplete, so evaluators know what is supposed to work and what is not.
- ...don’t forget to describe your application and to identify the tools you used to develop it.

Deadline:

- November 18-20.