

2022 Worksheet 06: High-Fidelity Prototype

Team project manager to submit your group report with **filename format: W06 – X1 – High-Fidelity.pdf** where X1 is your team number.

Due: upload what you achieve by your next tute – it is a project status update and will be signed off. (Remember you can use this material towards Assignment 1). Although you can only submit once, you can revisit and revise the work you have done here up until you deliver Assignment 1.

1 Team Details

Team number / name:

Tute day / time:

Project no. / name:

Tutor:

Student	Name	Number	Role*
1			Project Manager
2			
3			
4			
5			
6			

*Roles: Project Manager (Compulsory) / Graphic Designer / Psychologist / Data Analyst / Usability Engineer / Document Controller.

2 High-Fidelity Prototype

- 1. Prototype development:** You have worked hard to get this far and by now you are passionate about your project and design – use Figma to build your clickable high-fidelity prototype!

IN-CLASS ACTIVITY:

Use Figma and document in Word (or other design package):

a. Design your high-fidelity prototype

1. Keep iterating (but save your versions so you can include them in your report).
2. Get feedback from as many people as possible. Best of all potential users.
3. Use best-case UI/UX design principles
(<https://www.invisionapp.com/defined/principles-of-design>)
4. Revisit your usability and UX goals from Worksheet 01 – did you stay true?
5. Are you satisfied with what you achieved in your final design?

2. UI/UX glossary and weblinks

Continue building a glossary of useful terms and weblinks that you can add to Assignment 1. You can also add your definitions and links to our HCI community page under the glossary/weblinks tabs:

<https://tinyurl.com/y2cmz9c9>