Curtin University

Discipline of Computing, School of Electrical Engineering, Computing and Mathematical Sciences

Human Computer Interfaces/Advanced Human Computer Interfaces ICTE 3002/5001

2022 Worksheet 04: Low-Fidelity Prototype

Team project manager to submit your group report with <mark>filename format:</mark> W04 – X1 – Low-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   Low-Fidelity Prototype

1. **Prototype development:** Over the last few weeks you have conducted user research, problem discovery via pain points and developed your functional specifications using use cases. Use all your work until this point to inform the design your system low-fidelity prototype.

   You may like to start with simple hand-drawn wireframes before you create your lo-fi prototype in Figma. Hand-drawn prototypes can be beautiful – look for examples on the Internet.

IN-CLASS ACTIVITY:

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

a. **Design your low-fidelity prototype using Figma**
   1. Design several alternatives to meet your required functionality and keep iterating (but save your versions so you can include them in your report). You may like to start with hand-drawn wireframes before using Figma.
   2. Get feedback from as many people as possible. Best of all potential users.
   3. Use best-case UI/UX design principles (see resource list below).
   4. You might like to use free UI/UX Figma UI kits (but not templates as you need to present original designs). Search the Figma community or FigmaCrush.
   5. Revisit your usability and UX goals from Worksheet 01 – did you stay true to the goals you proposed?
   6. Have your low-fidelity prototype **ready by next tute** as you will be swapping your lo-fi prototype with another team to receive/give feedback.

Useful resources:

https://www.invisionapp.com/defined/principles-of-design
https://medium.com/swlh/fundamentals-of-hierarchy-in-interface-design-ui-ba8e3017dceb
https://uxdesign.cc/fundamentals-of-color-in-interface-design-ui-8127149f13e6
https://uxdesign.cc/fundamentals-of-layout-in-interface-design-ui-3a9dba31f1
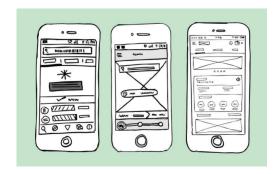https://uxdesign.cc/fundamentals-of-typography-in-user-interface-design-ui-67cdd13bfa24
https://developer.apple.com/design/human-interface-guidelines/
https://m3.material.io/
https://blog.adobe.com/en/publish/2017/11/29/prototyping-difference-low-fidelity-high-fidelity-prototypes-use
https://www.figmacrush.com/

Source: https://www.invisionapp.com/inside-design/low-fi-vs-hi-fi-prototyping/

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