

Interaction Design Lab – Week 07 – Individual Assignment

Design, Prototyping and Construction

Full Name:

Student ID:

Deadline: 23:59 05/11/2025

Submission File Name: Interaction Design Lab – Week 07 – StudentID.docx

Academic Integrity: This is an individual assignment. Any form of copying will result in a grade of ZERO. Copy and paste from AI tools is prohibited and will result in a grade of ZERO.

Objectives

- Understand conceptual vs concrete design
- Translate a user scenario into a working prototype
- Apply storyboard and interaction mapping to visualize the user experience

Duration & Structure

| Phase | Task | Time |
|--------|-------------------------------|--------|
| Part A | Define scenario and concept | 20 min |
| Part B | Build storyboard | 30 min |
| Part C | Create low-fidelity prototype | 40 min |
| Part D | Present and evaluate | 30 min |

Part A — Scenario and Concept Definition

1. Open a shared Miro or Figma board.
2. Choose one of the following design briefs:
 - a) Smart Campus App for students to book study rooms.
 - b) Pet Health Tracker for scheduling vet visits and tracking medication.
3. Write a short user scenario (150 words) describing the main task.
4. Identify 3 key functions of your system and describe who performs them (user vs system).
5. Sketch a conceptual model (boxes/arrows) showing relationships between key actions.

Deliverable: Export conceptual diagram as PNG.

Part B — Storyboard Design

1. Divide the main task into 6–8 steps.
2. Draw each step as a storyboard panel using Figma frames or PowerPoint slides.
3. Add short captions under each scene explaining user actions and system responses.
4. Highlight one “decision point” where the user chooses between two paths.

Deliverable: Upload storyboard file (.pptx or .pdf).

Part C — Low-Fidelity Prototype

1. Create wireframes for at least 6 screens of your system.
2. Connect screens with simple navigation links (buttons or hotspots).
3. Simulate at least one feedback mechanism (e.g., success message).
4. Test your prototype with a peer for 5 minutes and collect one improvement suggestion.

Deliverable: Export interactive prototype link (Figma/Adobe XD).

Part D — Reflection & Evaluation

1. Compare your prototype to the conceptual diagram.
2. Discuss: Which design elements were easiest to visualize? Which were hardest?
3. Submit a 1-paragraph reflection (100–150 words).