DIS I WS 19/20 Project

# Milestone 4

## Low-Fidelity Prototypes

**Due:** Monday, January 13, 2020, **9:00 am**

### Description

At the end of last week, you ended up with three solutions and evaluated them with your target users by performing storyboard walkthroughs. This week you will prototype all three solutions using the techniques discussed in the video lectures.

### Tasks

For **each of the three** solutions, you will perform the following tasks:

1. Determine one or more **core activities** that your solution will support. (You can identify this from your storyboards.) E.g., if you are proposing a new input device that allows faster input of characters, one core activity would be: *type a paragraph of standard text*.
2. For the above activities, identify which prototype is more suited to represent the interface:
   a. A **paper prototype,** which can be more suitable for digital user interfaces.
   E.g., mobile app, web pages.
   b. A **hardware prototype,** which can be more suitable for solutions that are hard to imagine with software alone.
   E.g., hand-held device for gesture input, mouse.

   You may also find that a **combination** of paper and hardware prototypes works well.
3. Create a prototype that clearly shows the interface of the system. A paper prototype should show all the screens that the user will encounter while performing the core activities determined in Task 1. A hardware prototype should show all the physical interface elements (e.g., buttons and knobs) required for the activities.

### Note

- It might help if each member of your team comes up with his/her own rough prototypes at first. Then, you can get together to discuss different prototypes and combine them.
- You will be evaluating all three prototypes next week with your target users by asking them to perform the activities you determine in Task 1. Keep this in mind while prototyping, and contact the target users beforehand.
- Remember that a low-fidelity prototype is meant to be lightweight and is not expected to take too much effort. Focus on the higher-level interaction instead of the specifics (e.g., color, font style, and aesthetics).

## Resources

- In our video lectures, we discussed several types of paper prototypes: storyboard-based, flipbook, and post-it prototypes. Each prototype has its own advantages and disadvantages. Use the prototype that best suits your activities. There is no right or wrong answer.

## Deliverables

Please prepare the deliverables as a **PDF.** If you link to a video or other sources, include the URL in the PDF. You can also include videos or other relevant files. Gather everything in a **ZIP** file. It should eventually contain:

1. For each solution, the list of **core activities** it will support.
2. For each solution, pictures and/or videos of the prototype you created. This should include
   - **a.** all rough prototypes you created as a team,
   - **b.** a short description of why you chose the particular prototype,
   - **c.** a short description of the prototyping process,
   - **d.** the final prototype in pictures and videos. The pictures should clearly show all the different screens or interfaces of the prototype. The videos should show how a user would interact with the prototype. **Important:** Please do a voice-over for the video explaining the envisioned interaction with the prototype.

Name your file **P04-GXX.zip**, where XX indicates your group number. E.g., if you are in group 5, name your ZIP file as **P04-G05.zip**. Submit your ZIP file to RWTHmoodle before **9:00 am, Monday, Jan. 13.**