



IT Systems Design

High Fidelity Prototyping, Ethics & Heuristic Evaluations



Today's Schedule

A quick focus on high fidelity prototyping

Clarification for your submission

Ethical practice in IT and Heuristic Evaluations



High Fidelity

Presentation Aid

Ethics in IT Practice

Heuristic Evaluations

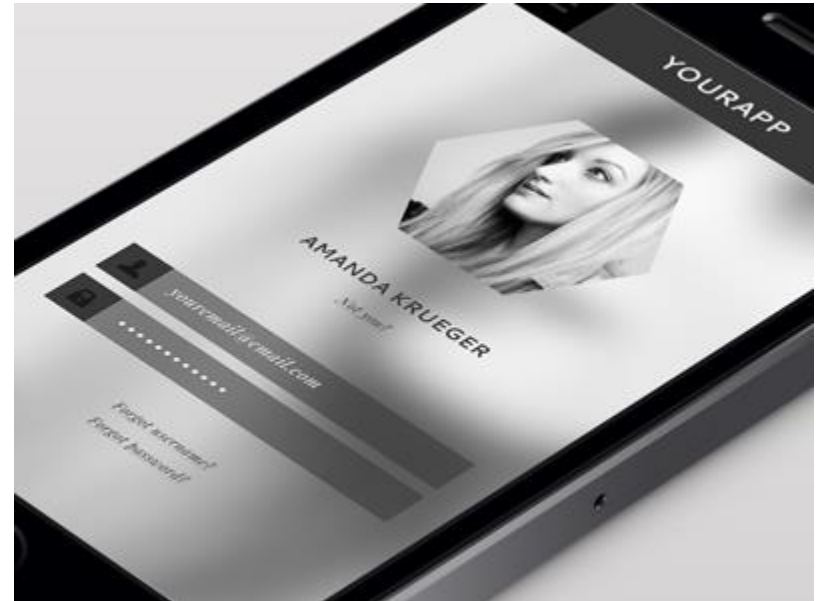
Wrap up



Key Mobile UI Guides

Last week we discussed the key elements that make up good UI designs. Please use these this week to create your final iteration.

- Structure
- Simplicity
- Visibility
- Feedback
- Tolerance
- Reuse

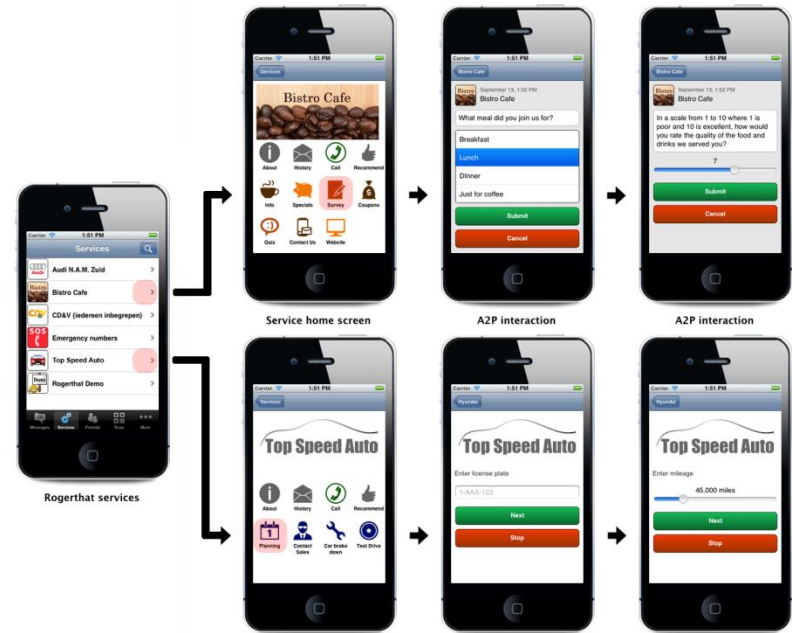


Interaction

The goal now is to **increase interactivity**

Clicks, swipes, slides, zooms, actions. How does the **user interact with your prototype?**

Make sure your **final prototype is interactive** and ready to simulate a working application.



Reducing User Input



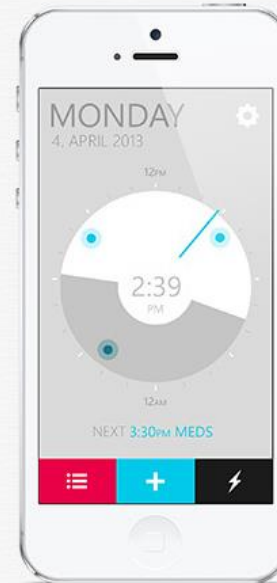
YES.
I DO BLAME
MY ALARM
CLOCK!

I took this problem to my own hands and created minimalist ALARM CLOCK that doesn't repulse me, or confuse me.

Just clean interface I would like to see when I wake up.

Step #2 AUTOMATIC COLOR ADJUSTMENT

Don't you hate when you shush your alarm in the middle of the night and it just burns your eyes out?



DAY THEME



NIGHT THEME



Continuous Experiences



Maintain consistency across platforms.

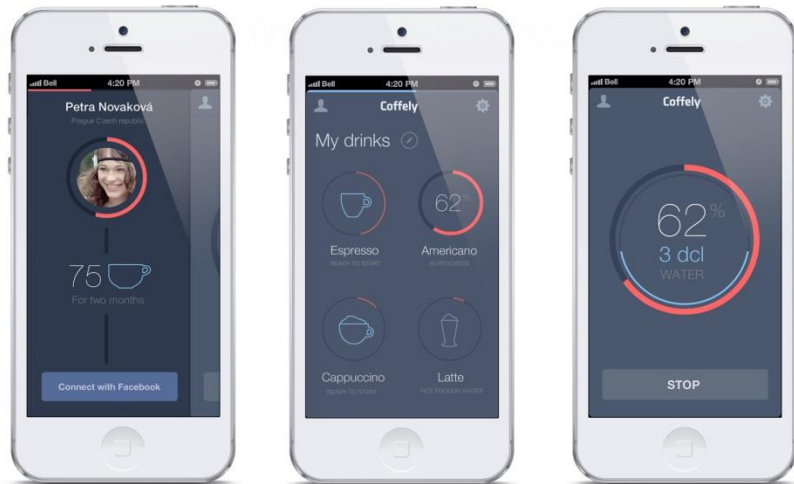
Maintain brand. The look and feel of each version should be similar.



Content Styles?

Microtasking – Local –
Bored.

What content style do you
have?



Source: <https://www.interaction-design.org>

