

Activity 3: Low-Fidelity Prototyping Objective

LoFi Prototype: <https://www.figma.com/design/oEF3qbHW2vUsH9OXY0jLS8/HCI-ws-week5---Cinema-Prototype-Low-Fidelity?node-id=0-1&t=WsA9VgLdDC8FnYV2-1>

HTA (Hierarchical Task Analysis)

1. User Search and Selects a Film
2. User checks films showtimes and details
3. User chooses a seat for the movie
4. User checks for the overall value to pay
5. User reviews accessibility details (e.g Hearing aid support)
6. User sees the order overview
7. User enters the payment information
8. User receives payment confirmation and tickets (as QR code)

Findings:

During the creation of the low fidelity prototype, a lot of points were covered, such as navigation ease, accessibility support to the user, and usability among others. After the peer review process, the whole flow was covered and reviewed, from the browsing of the movies, to the payment process at the end. It was concluded that the whole process was straightforward and logical for the user, with all the screens being descriptive and easy for the user to interpret those. Even though the showtimes section was good enough, the peer suggested remarking and adding stronger visual differentiation if the movie was “fully booked” for the user to see it before trying to book a place for the movie. Also, the peer suggested improving the layout to make it more descriptive with the information about the movies and payment specifically. Overall, the low fidelity prototype was good for effectively tackling the task and letting the user complete what was required in a logical and structured way. The feedback helped the prototype to be more user-friendly and improve the visuals in a final design.