



UNIVERSITY
OF WOLLONGONG
AUSTRALIA

CSIT226/826 Human Computer Interaction

Week 11 Tutorial - Handout

INDIVIDUAL QUESTIONS

Answer the following questions individually (then discuss as a class):

1. Why is a systems Information Architecture (IA)?
2. Explain the concept of a wireframe.
3. What additional information does a storyboard give over a sitemap?
4. What is a prototype and
5. What aspects of a system should be prototyped?
6. What is the difference between a low-fi and a hi-fi prototype?
7. Why is it better to sometimes present a low-fi prototype to a client?
8. Why is sketching an important aspect of low-fi prototyping?
9. What is the difference between conceptual design and concrete design?
10. What is a scenario?
11. Why is important to explore the user's experience when designing a system? What are the two common representations used?

USABILITY EVALUATION

In your group you need to develop a plan on how you would conduct a usability evaluation of your system (that you have developed for as part of this subject's project). This plan should then be presented to the class. You need to justify the reasons why you have chosen particular UEMs.

GROUP MEETING

Groups should meet to make sure that all aspects of the final report are completed. Groups should also spend time identifying how they are going to present their interface designs to the class.