

Project: UI Prototype Development & Testing

Deliverables

Prototype Demo: By appointment (but before 5:00 P.M., Friday, November 22nd)

Prototype Report: 8:30 A.M., Monday, November 25th

1 Overview

Your assignment in this component of the project is to construct and test your first computer-based realization of your UI prototype for your project application. Your goal is to develop the interface so that it can be used following a fairly closely scripted scenario, and to test that design with your user community.

2 Develop Your Prototype

Using technologies appropriate to your design, develop your prototype. Your development work should focus on supporting three specific (and possibly interlocking) scenarios that showcase the functionality and use of the application you are envisioning.

Your goal should be to produce an application that *looks* polished and fully functional provided that users follow one of the paths that you are expecting them to follow.

3 Test Your Prototype

To test your prototype, you will need to return to the group of potential users you used for your paper prototyping sessions or your user study and have *three* different users attempt to follow perform the tasks given in your scenario.

Before testing, you should prepare

- A division of labor so that you each know who will be observing, and who will be explaining the process to the participant
- A plan for the testing session (so that you can be sure that each test is conducted similarly).
- Three task scenarios (that *do not* specify *how* to use your application, only the details of the task that needs to be accomplished)

- A simple example to show users how the process of interacting with your prototype works (without giving much away regarding the tasks that users will need to perform)

Conduct the test, and log events that show aspects of the interface working well, or causing difficulties for users. You may need to help users slightly if they wander too far from the action sequences you were expecting leading your program to produce spurious results.

You must also demonstrate your prototype and scenarios to me (before the deadline given on the first page).

4 Describe Your Results

You should describe your prototyping experience as follows:

- Briefly state the purpose of the application
- Provide the task scenarios you used in testing
- Provide storyboards showing how you expected your application to be used in these scenarios (use the screen capture facilities of the operating system to take your snapshots), annotating them with enough information about the user actions for them to be reasonably understood
- Contrast user actions with the actions you expected
- Explain and rank the issues discovered with your prototype during testing (good and bad)
- Suggest remedies for the problems encountered

As an appendix, include details of how the project works was divided up between the team members.

5 Grading

Your report will be graded on the following criteria:

- Presentation (layout, readability, spelling, grammar, etc.) [10%]
- Clarity (structure, coherence) [15%]
- Completeness [15%]
- Content and insight [55%]