

Project: UI Prototype Refinement & Comparison

Deliverables

Prototype Demo: In exam time slot, Tuesday, December 17th

Prototype Report: 1:15 P.M., Thursday, December 19th

1 Overview

Your assignment in this component of the project is to produce *two* prototypes (based on the prototype you made in the previous project stage) which you will then compare. As in previous parts, your goal is to develop interfaces that can be used following a fairly closely scripted scenario, and to test that design with potential users.

2 Develop Your Prototypes

You will develop two prototypes as follows:

1. An Incremental Enhancement

In this prototype, you will address the issues discovered during testing for the previous phase of the project.

2. A Radical Change

In this prototype, you must change “something fundamental” in your earlier design. This change need not be inspired by user feedback. Typically, you should attempt to remove something that several members of the team initially consider an integral part of your interface and attempt to make other interface elements take up the slack. It is an opportunity for you to apply the principles of *reduction* and *leverage* to your design. Your final design should be able to support the same scenarios you used in earlier prototype testing.

Your development work should focus on supporting specific (and possibly interlocking) scenarios that showcase the functionality and use of the application you are envisioning. Your testing plan will determine how many scenarios you will need to support.

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

3 Test Your Prototypes

Having created your prototypes, you must test them. Your testing process should be designed to not only reveal issues in each of the prototypes you have created, but also to provide a comparison between the two prototypes.

Testing should follow a similar process to the previous project stage, except that before testing, you should also decide how to perform the comparison, including

- What you will measure
- How you will ensure fairness
- Which scenarios you will use in each test (and how many scenarios you will use in total)
- How many users you will test with

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 prototype to produce spurious results.

4 Describe Your Results

You must describe your results in a short presentation and a written report.

In both you should

- Briefly state the purpose of your application
- Describe the task scenarios your prototypes supported
- Show how you expected each version of your application to be used in these scenarios (in your presentation, you should perform a live demo of your prototype, whereas in your report you should use storyboards)
- Explain how you compared your prototypes, including what you measured and how you attempted to ensure a fair comparison
- Describe the results of your testing, including
 - How user actions deviated from your expectations
 - Usability issues that were common to both prototypes (include a ranking of their severity and a discussion of how they might be remedied)
 - Usability issues that were unique to each prototype (include a ranking of their severity and a discussion of how they might be remedied)

- Describe how future development of the interface should continue, based on your findings. (i.e., pick a winner from your two candidates, or explain why and how a third interface should be developed).

As an appendix to your report, include details of how the project work was divided up between the team members.

In the presentation, each team member should contribute.

5 Grading

Your presentation will be graded on the following criteria:

- Presentation quality (clarity, etc.) [25%]
- Adherence to UI principles covered in class (one prototype only) [25%]
- Radicalness of the “fundamental change” [12.5%]
- Workability of the “fundamental change” [12.5%]
- Testing and results [25%]

Your report will be graded on

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