Abstract

This document gives an overview of what is required in the low and high fidelity prototypes and evaluation report.

This is a formal write-up. It is expected that spelling and grammar has been checked, and the document as a whole has been proof-read. The document should have figures with figure numbers that you reference throughout the discussion. Reference the figure in the text before it appears in the body of your document. Describe the image and explain its relevance.

Proper use of footnotes\(^1\) and references is required. In the United States, over 30% of births are by C-section \([1]\) – this is an example of a citation\(^2\).

1 Introduction

In the introduction, please remind me again about your project. Give a brief (one-paragraph) introduction about the system you plan to deliver (build and show in class).

Figure 1 shows an interesting progression from functional diagram to storyboard to low-fidelity prototype to high-fidelity prototype\(^3\) of a phone. This milestone tries to encompass the same concept with your project.

\[\text{Figure 1: The life cycle of this phone, from functional diagram to high-fidelity prototype}\]

\(^1\)For example, when you use a figure downloaded from the Internet
\(^2\)See the references section at the end of this document
\(^3\)http://usableapps.oracle.com/BgOfUX/images/faq_prototype.png
2 Storyboard

In this section, include the storyboard for your system’s interface. Figure 2 shows a completely irrelevant, illegible, but perhaps interesting storyboard\(^4\). I discuss it by explaining the contents of each frame, and explaining the transitions between frames.

![Figure 2: An example of a storyboard that has been heavily marked up from brainstorming](http://www.archimuse.com/mw2007/papers/vanLoon/vanloon-figure4-thumbnial.jpg)

3 Hierarchical Task Diagram

In this section, include the hierarchical task diagram of how your system works (or will work when complete), and discuss it. Include all items from your requirements specification, and mention their priority in your discussion.

4 Hierarchical Functions Diagram

In this section, show and discuss the hierarchical diagram of all the functions supported by the system. Refer to your function specifications from the User Requirements report, and include results from any card-sorting exercises you may have run.

5 Low-Fidelity Interactive Prototype

Please develop an interactive, low-fidelity prototype version of your system. Recall that prototype means that you do not need to develop the whole functionalities – remember horizontal vs vertical prototyping?

I need a record of this prototype version of the interface delivered with this report. It can be a screenshot if you made a computer-aided mock-up, photograph if you created a physical version, pencil-and-paper scan if you drew it, and so on. An example\(^5\) of a low-fidelity prototype is shown in Figure 3. Note that it is interactive; the user can simulate many of the actions that the final product will afford.

Discuss briefly (one paragraph) how you made the prototype.

6 High-Fidelity Interactive Prototype

Please develop an interactive, high-fidelity prototype version of your system.

I need a record of this prototype version of the interface delivered with this report.

Discuss briefly (one paragraph) which features you decided to include in this prototype and why they were important.

\(^4\)http://www.archimuse.com/mw2007/papers/vanLoon/vanloon-figure4-thumbnial.jpg

\(^5\)http://portfolio.spendidnoise.com/images/portfolio_usability.jpg
7 Heuristic Evaluation

Next, do a heuristic evaluation on the high-fidelity prototype version of your interactive system. Choose an appropriate set of heuristics (if Nielsen’s heuristics is not applicable). Describe the problems with your current system (prototype) in reference to the heuristics you choose. For each problem that you find, report its severity (1–4) and discuss the problem briefly (one to two sentences). Remember that you need to do at least two passes.

See Nielsen’s article on Severity Ratings for Usability Problems [2] for a more detailed explanation on how to assign severity ratings.

Figure 4 comically points out that heuristic evaluations do not involve the user.

7.1 Pass 1

This section represents the results from the first pass of your heuristic evaluation.

7.2 Pass 2

This section represents the results from the second pass of your heuristic evaluation.

8 Revision Plans

After studying and evaluating the high-fidelity prototype, explain any changes you will make to the prototype for the final version. Describe how – or if – you will revise the system to address each problem that your heuristic evaluations found. If you plan not to change your system as a result of the heuristic evaluation, discuss why not.

References
