

CS 795/895 –Human Computer Interaction, HW4

In this group assignment, you will do the first computer-based implementation of your HW3 project. The group consists of 1~2 members. It's up to your group to decide which members' HW3 to choose for this group assignment.

Your computer prototype should be:

High fidelity in look. Use this prototype to explore the graphic design of your final implementation. Lay out screens as you want them to appear in your final implementation. Make choices about colors, fonts, alignment, icons, and white space.

Medium fidelity in feel. This prototype will run on a desktop computer with a mouse and a keyboard or a mobile device. Also, your prototype may not support some advanced interactions with high fidelity, such as drag & drop. That's OK. You can simulate these interactions with a little animation, or at least with a pop-up that describes in English what would happen.

Medium fidelity in breadth. Your prototype should be able to handle at least one scenario you described in your HW3. In addition, your prototype should include every major screen or dialog you expect to have in your final implementation.

Low fidelity in depth. Don't implement any backend. Where system responses are needed, make them canned (i.e., always the same) or random. Write minimal code.

Here are some issues you should not worry about in this prototype:

Window resizing.

Platform independence. Focus on a single platform for now.

Printing. You might pop up a window showing a mockup of what might be printed in a given situation.

After you hand in your prototype, it will be distributed to at least two of your classmates, who will do heuristic evaluations of it for HW5 and give their reports back to you. Since your evaluators must be able to view and interact with your prototype, this puts some constraints on how you implement your prototype. You can require evaluators to use a particular web browser and platform to ensure the correct appearance and operation of your prototype, as long as the browser is commonly available. If your prototype is unable to work under these constraints, talk to the instructor.

What to Turn In:

You should create a separate web page for your evaluators (Use one of your portfolio webpage) with the following information on it:

1. A link to your prototype (executable or SaaS via thin client like browser).
2. Startup instructions. Specify the platform and other requirements for your prototype. Give any special instructions for starting it up.
3. Briefing (from HW3). The information about the scenarios, personas, use cases and low-fidelity prototype describing the purpose of your application and background information about the domain.

Submit this webpage link to HW4 Piazza thread.